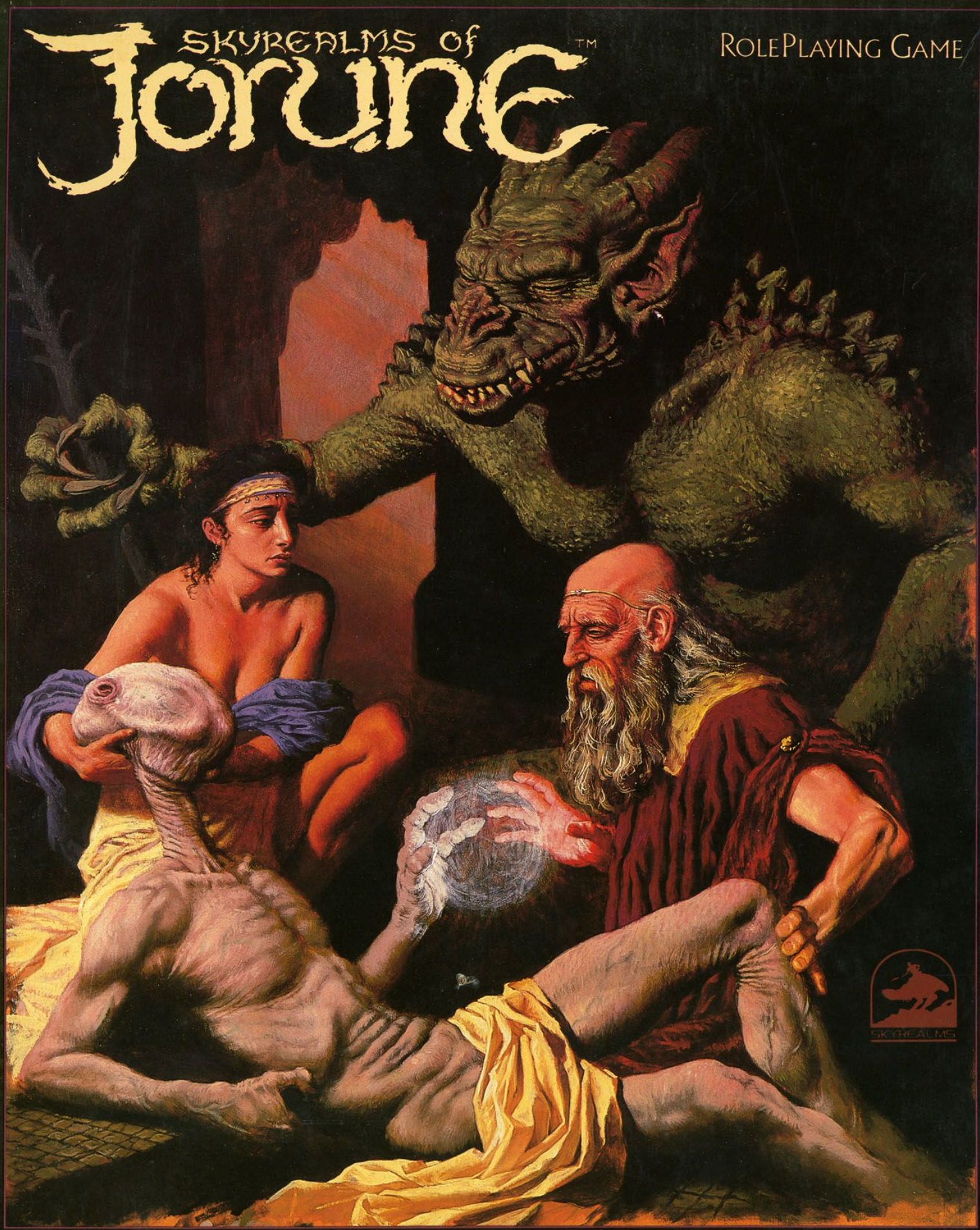
SKYREALMS of JORUNE™

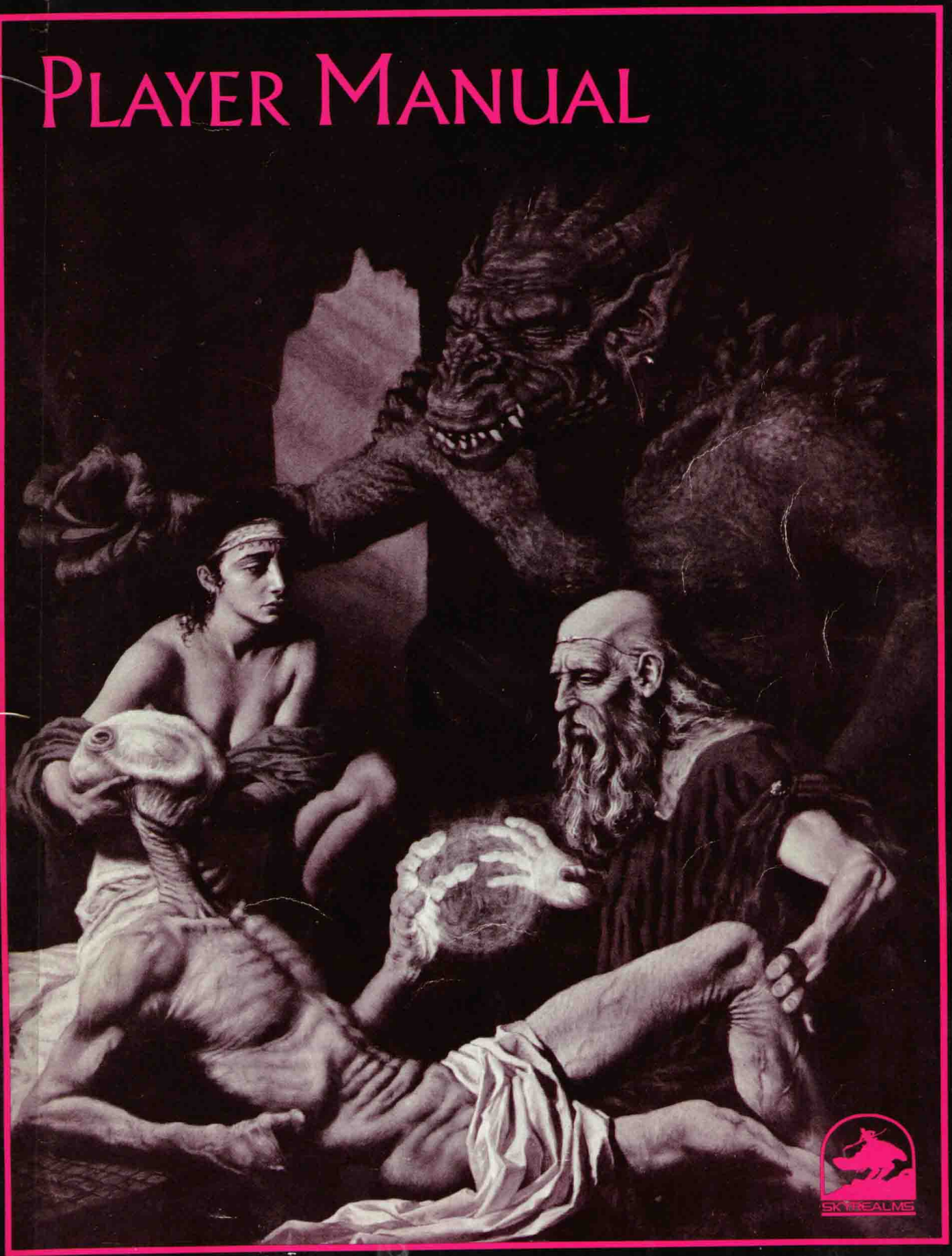
ROLEPLAYING GAME



DEATH SCENE OF SHO COPRA-TRA, SHOLARI OF TASHKA

LEAVE YOUR WORLD BEHIND

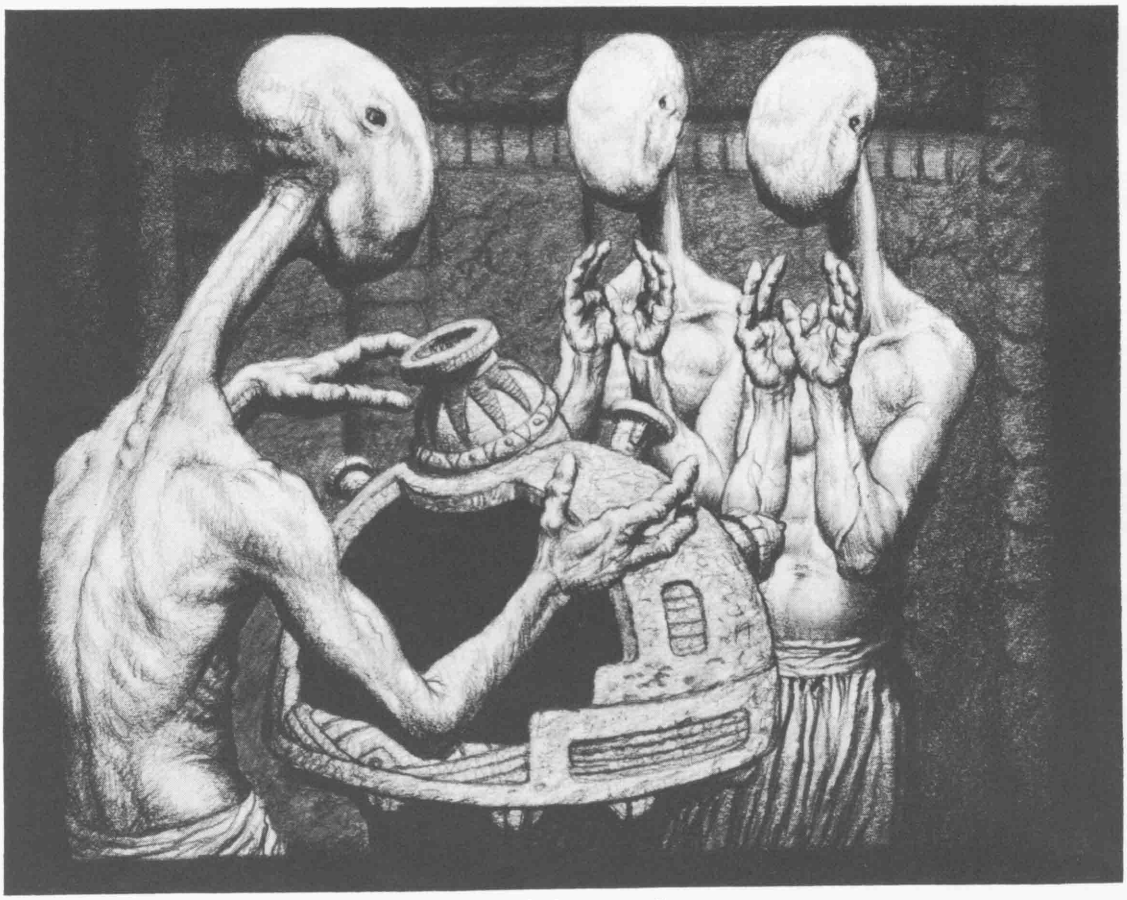
PLAYER MANUAL



Player Manual

SkyRealms of Jorune

Andrew Leker, Miles Teves, Amy Leker



Dedicated to Martin Leonard
Inspiration to Us All

SKYREALMS of JORUNE™

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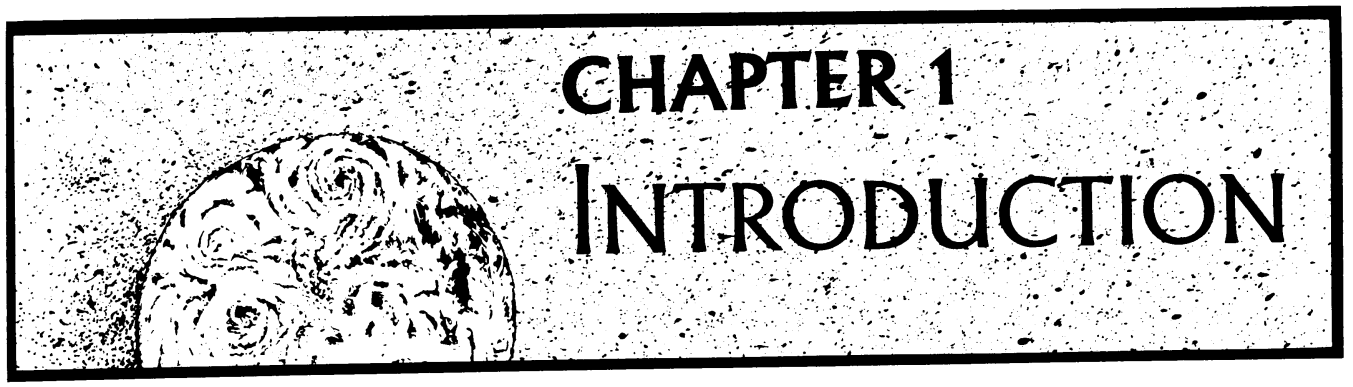


CHAPTER 1
INTRODUCTION

Welcome to Jorune

If you're already familiar with role-playing games, learning Jorune should be easy. If this type of game is new to you, it's best to learn a bit about role-playing before you dive into this system. Expect to spend some time reading over the material. You don't need to memorize everything you see; use the books as resources.

Any number of people can play. The game was designed for players aged 12 and up.

Role-playing is like interactive story-telling. A referee (the story-teller) creates a plot for the players. As the story unfolds, player character reactions, chance, skill, and the will of the referee all influence the outcome of the adventure.

The Player Guide (which you now hold) contains all the rules and information needed to play. Although the referee must become familiar with all three books, all that he or she needs to guide the players is in the Sholari Guide. *ONLY THE REFEREE SHOULD READ THE SHOLARI GUIDE.* To enrich your knowledge of Jorune and the Drenn process, the Tauther Guide is included in this box.

The referee will direct you and your traveling companions on campaigns. Some of your group will be the persons playing with you. Other characters you will encounter (and even travel with) on Jorune will be entirely created and guided by the Sholari. When you create your character, take the whole group into account; a balance of skills can help the party through a wider range of circumstances.

Is it possible to win at role-playing?
The purpose of role-playing is to enjoy yourself. Although there will be no winner in an absolute sense, you will have the satisfaction of watching your character grow and develop new skills. Protect the health of your character; think through your actions. If your character dies, you must begin anew.

Playing for the First Time

Before you can play, someone must volunteer to be the game's referee ("Sholari"). He or she will guide the players through their adventures. It is best if the Sholari is the person with the most knowledge of Jorune, has natural story-telling abilities, and has enough time and desire to prepare encounters and campaigns necessary to game Jorune.

After a Sholari is chosen, it's time to get underway. The Sholari needs to have time to be familiar with all the books; a light reading should suffice. Most of the Sholari's attention should go to the Sholari Guide.

Players begin with the Player Manual, creating their character sheets and learning about Jorune. Although it's important to create the character of your dreams, don't tarry too long on any single item or rule, especially your first time around. Concentrate on creating a character you understand and can use.

➤ What you should do:

(1) Roll characteristics. This is handled in chapter 2.

(2) Choose skills. Skill choices are handled in chapter 3. Try to get through this quickly. As you gain experience gaming, you'll have plenty of time to read through each skill description. Create a character that's fun to role-play.

(3) Some characters will be choosing dyshas. Chapter 4 contains all of the information on this topic. There's quite a list of dyshas available, but beginners will only be able to choose from the less complex ones. Choose dyshas that will be fun to use. Don't worry so much about creating a balanced character. You'll get the hang of it soon enough.

(4) Give your character a name, an identity, an origin. Chapter 5 will guide you through this, and your initial purchases. Again, try to make your choices with some speed. The Sholari is probably trying to get all of the player's character sheets finished so that gaming can begin. Just make sure that you've got clothing, some way to defend yourself, and some means of travel.

(5) Everyone should get at least a quick look at chapter 6, the chapter on combat. The basic ideas of Advantage, Roll to Hit, etc. are used extensively in gaming. Try to understand the concepts involved. We've tried not to add any additional steps that weren't justified.

(6) Read chapter 7; it offers a broad Jorune background. If you have time, read some of the Tauther Guide. It contains all that a beginning player needs to know about Jorune.

(7) Game away! Stay alert, think before you act, and remember how much it hurts to stub your toe before rushing into unnecessary combat. Treat the Sholari with respect and courtesy; being a referee can be a harrowing job (treat your Sholari to pizza from time to time). Above all, enjoy yourself on the distant world of Jorune. . .

• Plot Synopsis •

In the Earth year 2116, interstellar travel became a reality. Technology developed by Earth scientists would allow travel through space at faster than light speed, opening communication with distant stars.

Scientists had long believed that habitable planets might exist outside the solar system. Using the new technology, several nations cooperated in a program to find such planets. Unmanned probes were sent to many distant star systems, and in 2123, one of the probes detected a life-supporting planet.

Lush and hospitable, the planet possessed a gravity, atmosphere and climate similar to that of earth. The transmissions from the probe indicated that the planet had a fully developed ecology which supported many forms of life.

The planet was named "Jorune."

The explorers soon discovered a race of intelligent beings that referred to themselves as "shanthas," thinly framed humanoids that communicated in a very complex language combining pictograms, phonics and colors. It was several months before computers could be programmed to translate shanthic communications.

Certain features of the planet's geology defied explanation: minerals containing a very high energy density led to unusual geologic formations on Jorune. The energy from these minerals created a field which permeated the planet. Measurements showed this field to be quite stable with respect to geography, and to vary slightly with meteorological changes. Although extensive tests indicated that the field presented no danger to humans, its energy was unlike any radiation or force encountered on Earth.

In the face of these mysteries, the landing parties determined that a permanent presence would not represent a significant threat to humans or the indigenous life. The research teams settled on the planet. Earth scientists performed a variety of biological and geographical studies. It was finally deemed safe to establish a formal colony.

The shanthas did not stop the colonists from meeting their needs for water, land, and mineral resources, but they relegated which lands the humans could occupy.

In the Earth year 2155, all of the colony ships had landed at their various assignment locations. Security was relaxed to make life easier for the new colonists. In that same year the colonists learned of catastrophic war on Earth.

The colonists on Jorune were quick to comprehend the desperation of their situation. The supply ships they had expected would never arrive.

The frantic colonists ignored the shanthic restrictions. They needed raw materials now that Earth supplies would be unavailable. They began to clear native Jorune vegetation. They began mining operations on lands forbidden to them. The shanthas reacted with hostility to these transgressions. But the humans ignored their threats, as the shanthas had yet to demonstrate a technology equal to the defenses of the Earth colonists. When shanthas tried to interfere with human expansion, they were dealt with abusively.

The colonists sadly underestimated their hosts. Soon after humans started refining ore from Shanthic lands, a wave of attacks employing energies of almost nuclear proportions were launched against each of the 80 colony settlements. Thousands of the colony members were killed. Humans were stunned by the effectiveness of the attacks. Their great shields had offered them no protection.

The humans, however, were still the masters of a sophisticated biological technology. In a desperate attempt, one of the colony sites released biological warfare agents into the upper atmosphere. These genetically modified bacterium were created to exclusively kill shanthic life. Over 99% of the shanthas died, leaving only thousands of a once populous race.

Communication between colony sites was destroyed; survivors had no knowledge of the fate of the their fellow humans. In isolation after the attack, Iscin, a bio-tec engineer, feared that no earth animals would survive. An expert in biological engineering, he attempted to modify earth animals to make them more competitive on Jorune. In his experiments, he altered several earth species into intelligent, bipedal creatures. These derivative species eventually developed stable populations.

The chaos of war destroyed any hope of creating a self sustaining colony. The surviving humans quickly became part of the forest fabric. Man became a hunter again.

Thirty-five Hundred Years Later. . .

Over the millennia, the humans have grown to be the most populous race on Jorune. Muadra and boccord (two human subspecies) remain minorities in human settlements and cities.

After centuries of backsliding, human society on Jorune has now begun to progress. Having forgotten their origins on Earth, the humans of Jorune have developed their own cultures. Conditions on Jorune have impeded their technological development, but humans have recently recovered caches of the old Earth technology hidden by members of the original colonies. They have learned to use many devices without full understanding of the principles involved. Life on Jorune is a paradoxical mix of old and new as the humans begin to comprehend their origins.

CHAPTER 2
ROLLING CHARACTERISTICS

Before gaming can begin, players create character sheets. Chapters 2 through 5 work through development of a complete Jorune character. The first stage involves the rolling of dice for a player's *characteristics*. These are numbers which describe the character. First dice are explained, then how to roll your characteristics.

• Dice

For role-playing Jorune, several types of dice are used to determine the outcome of events. This is how to read die descriptions: 2D6 = roll two six-sided dice, and add the resulting numbers together. 3D6 + 10 = roll three six-sided dice, add the resulting numbers together, and add 10 to that total.

Rolls of a Slightly More Difficult Nature

D20 (twenty-sided dice) rolls are often called used. For the different types of D20s, different methods are used.

D20 Numbered 1 Through 20:

Simply roll it, and read the number off the top.

D20 Numbered 0 to 9 Twice:

Roll it, read the result, and determine the tens digit by rolling a D6 in the following way: 1 to 3, leave the number as is, 4-6, add 10. *A roll of 0 always counts as 10.*

D20 numbered 0 to 9, two colored:

Let one set of 0 through 9 stand for leaving the roll as is. Let the other color stand for adding 10 to the roll.

D100:

As there is no actual "D100" just use two D20 (it's easiest with two "0 through 9" D20s). Pick one die to be the tens digit and the other for the ones digit. A roll of 0,0 means 100.

D3:

There is no D3. Get out your trusty D6.
A roll of
1 or 2 = 1
3 or 4 = 2
5 or 6 = 3

Recommended Dice For Jorune:

Each player: 3D6, two D20s (one set of dice will do if players can share)
Sholari: 3D6, three D20s

The most versatile kind of D20s to get are the 0-9, two colored type.

• Player Characteristics

Each player assumes the role of a Jorune character which he creates for himself using the guidelines that follow. There are three races to choose from: human, muadra, and boccord. The Sholari creates a quick version of a character sheet for every creature the players encounter.

Character sheet generation is really character *creation*. Although dice are rolled to determine some initial attributes, players are free to mold their characters pretty much as they wish. It is most important that players create characters that they will enjoy role-playing. The purpose of a role-playing game is to allow you to be and do what your Earth life doesn't offer you.

Beginning characters are about 20 years old, and are probably headed in the direction of Ardoth, the capital city of Burdoth. Although the character has probably not been in Ardoth before, he or she is traveling with the purpose of becoming "Tauther," an applicant for citizenship. The Tauther Guide will explain the concept and process in more detail.

• The Three Races of Humans

Here are brief descriptions of the three human races. Look through these descriptions and the skills and cultures of the three races before you choose the type of character you'll be playing.

Humans

Humans are directly descended from the original Earth colonists. Average human males on Jorune stand 6' and weigh about 180 pounds. Females stand 5'10" and weigh about 135 pounds. The Realm of Burdoth is populated mainly by Humans.

Humans have for millennia been a power to be reckoned with, but it is only in the last century that they have been the major military force on Jorune. The re-discovery of caches of Earth-tec energy weapons brought great power to the humans. They are the only race that can easily use energy weapons; they alone have fingerprints acceptable to the ancient devices of Earth. Had it not been for the forces of muadra, boccord, bronth, and woffen, allied against the energy-weaponed few, their domination might have continued.

Treaties leave the humans with great power, but Burdoth is ruled by both the hereditary Dharsage rulers, and by a council of 10. Although members of other races serve on the council, humans dominate it. Human characters will find themselves at advantage under many social circumstances. It is easier for humans to attain citizenship.

Boccord

Boccord are the largest and strongest of the three human races. Males stand an average of 7', and weigh in excess of 275 pounds. Females average 6'8", 240 pounds. Boccord characters are initially the most powerful. They cannot, however, use energy weapons, nor employ the practices of muadra. Their assets are mainly physical. Boccord have an innate sensitivity to the different patterns of energy naturally radiated by all individuals. At high levels of sophistication, boccord can detect the presence of animals and people at great distances. Boccord share power with humans in Burdoth.

Muadra

Muadra are close relatives to the Humans, although a little smaller and weaker. The average male Muadra weighs 120 pounds, and stands 5'5", for females 105 and 5'3". They differ from humans in that their bodies readily absorb and manipulate Jorune energy. Through the development of these energy manipulation skills, muadra characters can become very powerful. Muadra who devote themselves to learning the skill of energy manipulation are called caji. Muadra player characters start out as beginning caji, who have learned a few of the essentials. Although a minority in Burdoth, muadra share power with humans and boccord.

Rolling Characteristics

Characters are described by a variety of attributes, or *characteristics*. These numbers are to be recorded on the front of your character sheet. These 10 attributes are divided into three groups of three, plus one additional characteristic which is in a class by itself. 3D6 is rolled for each individual attribute. High rolls are better. An attribute roll for one characteristic can be swapped with another attribute roll if both attributes are in the same characteristic group. A 1D6 bonus die is rolled for each group. These points can be split among the characteristics in that group. Read through all characteristics before deciding where to swap numbers and apply bonuses.

The first characteristic, Learn, is rolled differently from the rest. It is rolled with a 1D6 + 7. This group receives no bonus die of its own, but can cannibalize a bonus die from another group. Learn may not exceed 13.

> Roll 3D6 for all Characteristics.
> A 1D6 Bonus is to be Distributed Between
> the Characteristics of each Group.

LEARN D6 + 7

GROUP 1		GROUP 2		GROUP 3	
CONSTITUTION	3D6	STRENGTH	3D6	SPEED	3D6
SOCIAL	3D6	EDUCATION	3D6	AGILITY	3D6
COLOR	3D6	ISHO	3D6	AIM	3D6

- Constitution, Color, and Agility may not exceed 18
- Muadra add 20 to their Isho

• Learn

The Learn characteristic describes a character's ability to learn from his or her environment. It is used to determine how quickly a character learns new skills.

GROUP 1

• Constitution

This represents the general health and well being of a creature; it also determines how much injury a character can take before going into shock, and the rate at which the body recovers from wounds.

• Social

Think of Social as a running index of acceptance and status in Burdothian society. Initially, this number helps determine your background, wealth of your parents, the kinds of friends you have, etc. The higher a character's Social, the easier citizenship will be to achieve.

• Color

Color ranking represents a character's ability to comprehend different facets of Jorune energy. Muadra especially need high Colors if they are to be versatile with their talents. Humans and boccord need high Colors to "interfere" with as many different muadra attacks as possible. The use of *crystals* requires a minimum Color ranking of 9.

GROUP 2

• Strength

This is a measure of the physical strength of a character compared to others of the same race. The Strength characteristic has many applications. For instance, the following table indicates how much a character of a given strength can lift.

The maximum weight A Character Can Lift
In Pounds Is Equal To
The Character's Strength × 10 Plus:

0 lbs	Muadra
100 lbs	Humans
200 lbs	Boccord

Strength also affects a character's performance in hand-to-hand combat. However, when comparing the strengths of creatures of different races, it is their *Size Modifier*, more so than their *Strength* that is important. Here is a list of the Size Modifiers for each of the three human races.

Race:	Size Modifier
Muadra	−1
Human	+0
Boccord	+1

Thus, boccord are stronger than humans and muadra not because their Strength characteristic is higher, but because they are boccord. The Strength characteristic does play a part however. We form the "Attack bonus" from a character's Size Modifier number and Strength Bonus. The Strength Bonuses are listed on the table below. Record them next to Strength on your character sheet.

Strength:	Strength Bonus
3 - 7	−1
8 - 16	+0
17 - UP	+1

Add a character's Size Modifier and Strength Bonus together. Record this number in the space provided next to Attack Bonus on your character sheet. This number is used in hand to hand combat, discussed in chapter 6. Note that for most humans, the attack bonus will be zero.

• Education

Education measures the time a character has spent learning new skills and languages, and in acquiring new talents. The higher the Education, the more skills and talents the character will have learned. Every point of Education helps out.

• Isho

Isho is the Shanthic word for life, energy, and vitality. For gaming purposes, it will be used as the amount of ambient Jorune energy a character's body can absorb over a period of one day. Muadra add 20 to their Isho roll, representing their race's greater ability to take in energy. This characteristic slowly increases in muadra when they practice the energy abilities they know well. Points of Isho are temporarily drained when muadra use their energy abilities (dyshas). Humans and boccord drain their Isho points when they interfere with the dyshas of a muadra. After a good night's rest, a character's Isho returns to its maximum regardless of human race. Muadra can learn to draw in extra Isho when they need it, such as in the event of an upcoming combat. Because humans and boccord are unable to create dyshas (energy attacks), and can only use their Isho defensively, to interfere with muadra attacks, this characteristic is not as important to them as it is to Muadra.

➤ GROUP 3

• Speed

This is the maximum speed at which a character can run in meters-per-round (two seconds). Speed in meters-per-round is approximately equal to speed in miles per hour.

Speed	Bonus to Hand-to-Hand Advantage
3 - 16	+0
17 - Up	+1

Jot this down, it will be used in chapter 6 on combat.

• Agility

Many skills rely upon agility. Ability as a fighter is an example. For agility related tasks, characters need to roll lower than or equal to their Agility characteristic on 3D6. In addition, characters determine their basic combat skill levels based upon their Agility. Record this number in the box provided near the top of page on of your character sheet.

Agility	Initial Combat Skill Level with all Hand-to-Hand Weapons
3 - 12	0
13 - 16	1
17 - 18	2

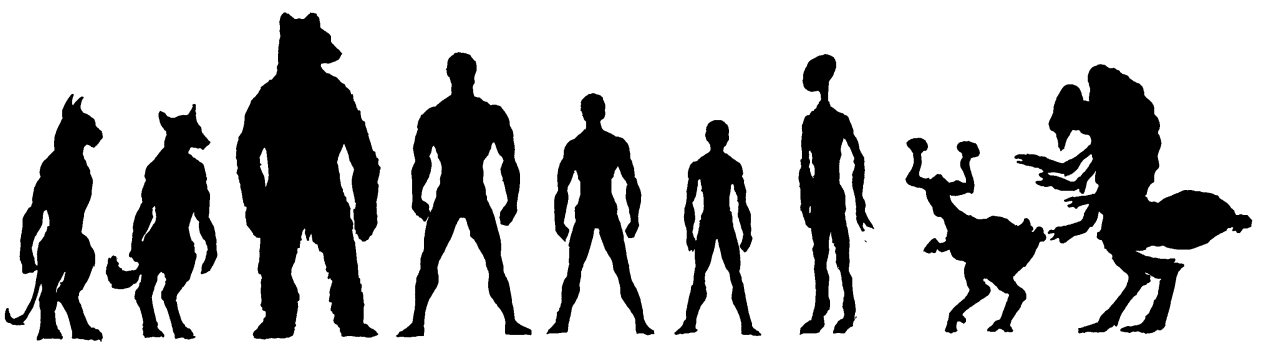
The use of these skills will be discussed in chapter 6 on combat.

• Aim

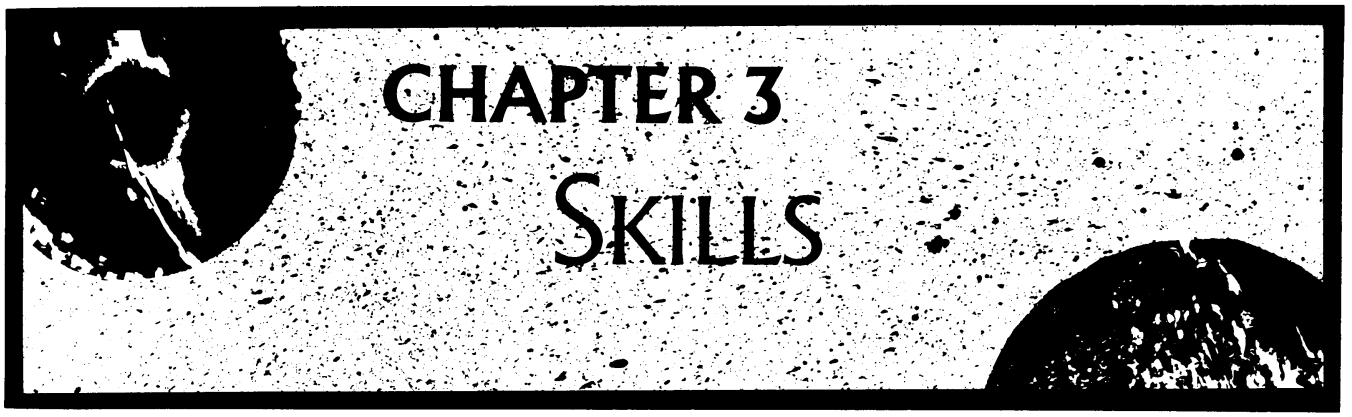
Aim is important in determining the chances of hitting a target with a range weapon like an arrow or an energy weapon. Muadra need good aim to successfully hit with their dyshas (orbs and bolts). Practice can increase a character's skill, but Aim determines a character's initial skill level and maximum potential when using range weapons. Range combat is discussed in chapter 6. The following table gives the initial skill levels for all range weapons bases on Aim.

Aim	Initial Skill Level for Range Combat
1 - 7	0
8 - 12	1
13 - 15	2
16 - 18	3
19 - 21	4
22 - 24	5

Although skill at range combat can increase for a character, it may never increase by more than 5 Skill Levels. Thus, a person beginning at skill level 2 (for range weapons) could never surpass level 7.



HEIGHT COMPARISON CHART



Your Education determines how many skills and skill groups your character has learned while growing up. Examples of skills are knowing how to ride a bike or to tie your shoes. Jorune skills are a bit more exotic. A skill group is made up of skills learned together, or those skills which rely upon each other. An example of this mutuality is knowing how to drive, and the related skill of changing a flat tire. The Jorune equivalent of this might be knowing how to find Dhar Corondon (dreadful beasts) and then to preserve their thailiers (long nails used for Shanthic Blades). It helps to learn related skills at the same time.

Players choose their skills by spending Education points, **which are multiplied by 10 for this purpose.** Put a zero at the end of your Education characteristic. Your new Education points each represent approximately one week of successful study or learning for an adult. Education points mean something slightly different to people of different ages. A ten year old might require a month to learn what a twenty year old could absorb in a week.

Skills such as speaking, learning to walk, basic Burdothian etiquette, the ability to tie simple knots, etc. are assumed knowledge for all characters. Education points are spent on the more specialized skills which players might find helpful. Education points are spent on the acquisition of special talents.

With each skill, you have an associated "skill level" from 0 to 10 which describes your competence at that particular skill. You have a proficiency of skill level 0 with all skills, even those you have not spent any Education points on. By spending your Education points, you increase your skill levels. Skill levels also increase as you play. All of the available skills are listed on the first and second pages of your character sheet.

.....

Get Out a Character Sheet

Look at the numbers listed to the right of each skill on your character sheet; at each skill level you have a different chance of success with that skill. A roll lower than or equal to the number listed at your skill level (use D100 for all but the combat skills) means success.

The higher the difficulty of the skill, the more Education points it takes to improve. For skills of different difficulties, here is the number of Education points required to boost the skill up by one skill level.

Skill Level Difficulty	Education Points
0	5
1	10
2	15
3	20
4	25

So, to learn the crugar language at skill level 2, would require 30 Education points (30, because the crugar language is a difficulty 2 skill. Learning it at skill level 2 takes 2x15 points).

The highest skill level allowed for a starting player is 5.
Combat skills may only be raised by one skill level from Education points expenditure.

Skills that belong together are written in groups. The name of each group has a number listed next to it. This is the number of Education points it costs to "get" the group. Getting a group means that a character gets bonuses on skills in the group. If you plan on using a lot of skills in a group, it is wise to "take" the group. The benefits of each group are listed next to the name of the group on your character sheet.

Record your proficiency at each skill on the second page of your character sheet by circling your chance of success. For example, a character with a proficiency of skill level 2 at the Iscin skill Geography would circle the number 20 to the right of the word Geography in the ISCIN skill group. Such a character would have a 20 percent chance of identifying a location based upon nearby landmarks. A roll of 1 through 35 on a D100 would indicate success.

A Suggestion

Before you spend your Education points on the table below, you should read the descriptions of the skills; they follow the chart. Muadra characters in particular will want to read through the muadra skills before making any firm decisions. Human and boccord characters have some primitive energy abilities described at the end of the muadra section. This is where "interference" is explained.

DESCRIPTIONS OF SKILLS CAN BE FOUND AT

THE END OF THE CHAPTER

35 FIGHTER (HAND-TO-HAND COMBAT SKILLS): All combat skills at skill level 2.

Advantage and all skills from defend w/o weapon on down, go up once for each 2 weapon level increases.

#	WEAPON		SKILL LEVEL 0	1	2	3	4	5	6	7	8	9	10
	Difficulty		0	0	0	1	1	1	2	2	3	3	3
	Advantage		−1	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5
	Sword	ATT	15	13	11	10	9	8	7	6	5	4	3
		DEF	15	13	11	10	9	8	7	6	5	4	3
	2-h sword	ATT	16	14	12	11	10	9	8	7	6	5	4
		DEF	16	14	12	11	10	9	8	7	6	5	4
	Knife	ATT	15	13	11	10	9	8	7	6	5	4	3
		DEF	17	15	13	12	11	10	9	8	7	6	5
	Axe	ATT	16	15	13	12	11	10	9	8	7	6	5
		ATT	17	16	14	13	12	11	10	9	8	7	6
	Battleaxe	ATT	17	16	14	13	12	11	10	9	8	7	6
		DEF	18	16	15	14	13	12	11	10	9	8	7
	Club	ATT	16	15	13	12	11	10	9	8	7	6	5
		DEF	16	15	13	12	11	10	9	8	7	6	5
	Staff	ATT	15	13	11	10	9	8	7	6	5	4	3
		DEF	15	13	11	10	9	8	7	6	5	4	3
	Mace	ATT	16	15	13	12	11	10	9	8	7	6	5
		DEF	17	16	14	13	12	11	10	9	8	7	6
	Morn-star	ATT	19	15	8	7	6	5	4	3	2	2	2
		DEF	19	18	17	16	15	14	13	12	11	10	9
	Thikes	ATT	16	14	10	9	8	7	6	5	4	3	2
		DEF	17	15	13	12	11	10	9	8	7	6	5
	Spear	ATT	17	15	13	12	11	10	9	8	7	6	5
		DEF	16	14	12	11	10	9	8	7	6	5	4
	Pike	ATT	18	16	14	13	12	11	10	9	8	7	6
		DEF	17	15	13	12	11	10	9	8	7	6	5
	Halberd	ATT	18	17	15	14	13	12	11	10	9	8	7
		DEF	17	15	14	13	12	11	10	9	8	7	6
	Fist	ATT	14	13	12	11	10	9	8	7	6	5	4
	Kick	ATT	17	15	14	13	12	11	10	9	8	7	6
	Grapple	ATT	12	11	10	9	8	7	6	5	4	3	2
	Def w/o weapon		17	15	13	12	11	10	9	8	7	6	5
	Advance		17	15	14	13	12	11	10	9	8	7	6
	Withdraw		12	11	10	9	8	7	6	5	4	3	2
	Evade & Fall		7 18	7 18	6 19	6 19	5 19	5 19	4 19	4 19	3 20	3 20	2 20

25 RANGE COMBAT: All range combat skills at level 2.

#	WEAPON	SKILL LEVEL 0	1	2	3	4	5	6	7	8	9	10
	Dif	0	0	0	1	1	1	2	2	3	3	3
	Advantage	−4	−2	+0	+1	+2	+3	+4	+5	+6	+7	+8
	Knife	+10	+5	+0	−2	−4	−5	−6	−7	−8	−9	−
	Spear	+10	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Bola	+10	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Rock	+5	+2	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Bow	+8	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Long Bow	+8	+5	+3	+0	−2	−4	−5	−6	−7	−8	−9
	Cross Bow	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10	−11
	Dyshas	+8	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Pistols	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10	−11
	Rifles	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10	−11

20 BUREAUCRACY: Start at skill level 1 for messenger, writing, and clerical.

#	DIF	SKILL NAME	SKILL LEVEL 0	1	2	3	4	5	6	7	8	9	10
	0	Messenger	50	55	60	65	70	75	80	85	90	95	95
	0	Clerical	0	10	20	30	40	50	60	70	80	90	95
	0	Writing	0	10	20	30	40	50	60	70	80	90	95
	1	Administrate	10	20	30	40	50	60	70	80	85	90	95
	3	Lawyer (Yordeh)	0	10	20	30	40	50	60	70	80	90	95

25 ENTERTAINMENT: Choose one skill at skill level 3 and all others at skill level 1.

#	DIF	SKILL NAME	SKILL LEVEL 0	1	2	3	4	5	6	7	8	9	10
	0	Dancer	0	10	20	30	40	50	60	70	80	90	95
	0	Musician	0	10	20	30	40	50	60	70	80	90	95
	0	Artist	0	10	20	30	40	50	60	70	80	90	95

15 ETIQUETTE: Etiquette skills cost ½ for those who choose the group.

#	DIF	SKILL NAME	SKILL LEVEL 0	1	2	3	4	5	6	7	8	9	10
	1	Boccord	0	10	20	30	40	50	60	70	80	90	95
	1	Blount	0	10	20	30	40	50	60	70	80	90	95
	3	Bronth	0	10	20	30	40	50	60	70	80	90	95
	1	Corastin	0	10	20	30	40	50	60	70	80	90	95
	3	Croid	0	10	20	30	40	50	60	70	80	90	95
	2	Crugar	0	10	20	30	40	50	60	70	80	90	95
	1	Human	0	10	20	30	40	50	60	70	80	90	95
	2	Muadra	0	10	20	30	40	50	60	70	80	90	95
	3	Ramian	0	10	20	30	40	50	60	70	80	90	95
	4	Shantha	0	10	20	30	40	50	60	70	80	90	95
	3	Thriddle	0	10	20	30	40	50	60	70	80	90	95
	2	Thivins	0	10	20	30	40	50	60	70	80	90	95
	2	Woffen	0	10	20	30	40	50	60	70	80	90	95

25 OUTLAND: All guide skills at skill level 1. Three checks are needed to make a roll each month. Each skill is of difficulty 1. If you have the group, every skill goes up one skill level when 5 Education points have been accrued. You may have different skill levels in each of these skill initially, but they all go up at the same time.

#	DIF	SKILL NAME	SKILL LEVEL 0	1	2	3	4	5	6	7	8	9	10
	1	Guide	0	10	20	30	40	50	60	70	80	90	95
	1	Set up camp	0	50	55	60	65	70	75	80	85	90	95
	1	Cook	0	10	20	30	40	50	60	70	80	90	95
	1	Healer	0	50	55	60	65	70	75	80	85	90	95
	1	Riding skills	0	10	20	30	40	50	60	70	80	90	95
	1	Foraging	20	50	75	80	85	90	95	96	97	98	99
	1	Spot	10	20	30	40	50	60	70	80	90	95	99
	1	Listen	10	20	30	40	50	60	70	80	90	95	99

20 HUNTER: Track & Identify at 2, Conceal Self and Set Traps at skill level 1.

#	DIF	SKILL NAME	SKILL LEVEL 0	1	2	3	4	5	6	7	8	9	10
	2	Track & Identify	0	10	20	30	40	50	60	70	80	90	95
	2	Conceal self	0	10	20	30	40	50	60	70	80	90	95
	2	Save Crill Rod	0	10	20	30	40	50	60	70	80	90	95
	2	Save Thailiers	0	10	20	30	40	50	60	70	80	90	95
	2	Save Grunder	0	10	20	30	40	50	60	70	80	90	95
	2	Set Traps	0	10	20	30	40	50	60	70	80	90	95

40 ISCIN: All Iscin skills at half their cost in Education points
Two skills at skill level 1

SKILL LEVEL

# DIF	SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
1	Biology	0	10	20	30	40	50	60	70	80	90	95
2	Earth-Tec	0	5	10	20	40	50	60	70	80	90	95
3	Geography	0	10	20	30	40	50	60	70	80	90	95
2	Geology	0	10	20	30	40	50	60	70	80	90	95
3	Isho weather	0	5	10	15	20	30	50	70	80	90	95
0	History	5	10	20	30	40	50	60	70	80	90	95
3	Limilates	0	10	20	30	40	50	60	70	80	90	95
0	Lore	5	10	20	30	40	50	60	70	80	90	95
3	Meteorology	0	5	10	15	20	25	30	35	40	60	85

45 LANGUAGES: Start two languages at skill level 3 and one language at skill level 9. Shanthic may not be one of these languages. All characters are 100% at Entren.

SKILL LEVEL

# DIF	LANGUAGE	0	1	2	3	4	5	6	7	8	9	10
2	Blount	5	10	20	30	40	50	60	70	80	90	95
1	Bronth	5	10	20	30	40	50	60	70	80	90	100
4	Cleash	0	5	10	20	30	40	50	60	70	80	90
0	Croid	0	10	20	30	40	50	70	90	95	100	100
2	Crugar	5	10	20	30	40	50	60	70	80	90	95
0	Human (Entren)	5	10	20	30	40	50	60	70	80	90	100
3	Ramian	5	10	20	30	40	50	60	70	80	90	95
4	Shanthic	0	5	10	15	20	25	30	35	40	45	50
3	Thriddle	0	5	10	15	20	30	40	50	65	80	90
1	Thivins	5	10	20	30	40	50	60	70	80	90	100
1	Woffen	5	10	20	30	40	50	60	70	80	90	100

25 SAILING: All skills at skill level 1. One skill at skill level 2.

SKILL LEVEL

# DIF	SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
0	Sailing skills	5	10	20	30	40	50	60	70	80	90	95
0	Swimming	10	30	60	75	80	85	90	95	95	95	95
2	Sail master	0	10	20	30	40	50	60	70	80	90	95
2	Navigation	0	10	20	30	40	50	60	70	80	90	95
1	Ship wright	0	10	20	30	40	50	60	70	80	90	95

15 CITY SKILLS: All street skills at half their listed cost in Education points.

SKILL LEVEL

# DIF	SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
0	Bargaining	5	10	20	30	40	50	60	70	80	90	95
0	Scrounge Item	5	10	20	30	40	50	60	70	80	90	95
0	Fast Talk	5	10	20	30	40	50	60	70	80	90	95
0	Street navigate	0	10	20	30	40	50	60	70	80	90	95
0	Bribery	5	10	20	30	40	50	60	70	80	90	95

20 THIEF (GITHERIN): All githerin skills at skill level 1. One skill at skill level 2.

SKILL LEVEL

# DIF	SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
0	Lie	10	20	30	40	50	60	70	80	85	90	95
1	Pick pockets	0	10	20	30	40	50	60	70	80	90	95
1	Pick locks	0	10	20	30	40	50	60	70	80	90	95
0	Snitch skill	0	10	20	30	40	50	60	70	80	90	95

TRAINER: Only trainers can have these skills.

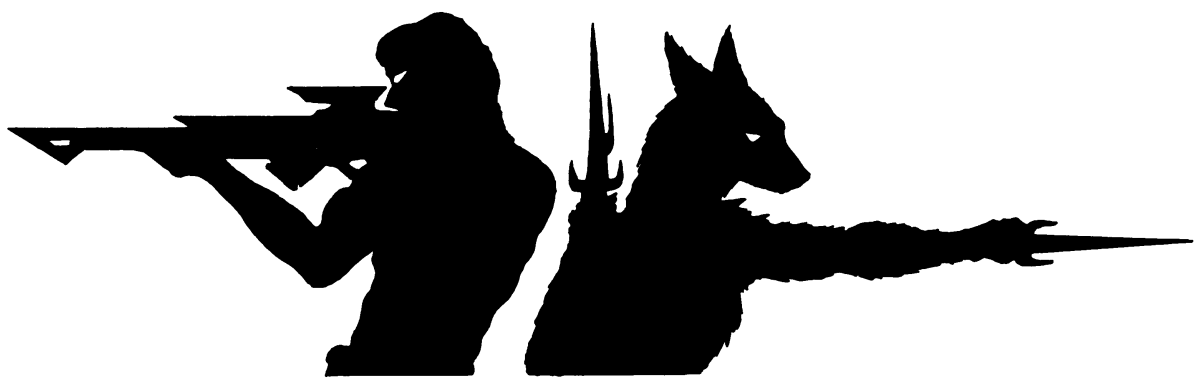
SKILL LEVEL

# DIF	SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
2	Talmaron	0	10	20	30	40	50	60	70	80	90	95
3	Horses	0	10	20	30	40	50	60	70	80	90	95
3	Bochigon	0	10	20	30	40	50	60	70	80	90	95
1	Tarro	0	10	20	30	40	50	60	70	80	90	95

MISCELLANEOUS SKILLS:

SKILL LEVEL

# DIF	SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
0	Climbing	80	82	84	86	88	90	92	94	96	98	99
0	Get lost	0	10	20	30	40	50	60	70	80	90	95
0	Oration	60	65	70	70	75	80	85	90	90	95	95
0	Ride talmarons	0	10	20	30	40	50	60	70	80	90	95
0	Ride bochigon	0	10	20	30	40	50	60	70	80	90	95



IMPROVING YOUR SKILLS

Skills increase in skill level when 5 Education points are accrued in them. Education points are gained through the use of skills.

If a skill is used during the week, place a check by it. At the end of the week, there is a chance that you will gain an Education point in skills that you have used. For each skill with a check beside it, roll 3D6. You must roll your Learn or lower to gain an Education point. As a penalty for harder skills, subtract the difficulty of the skill from your Learn characteristic before you roll. Thus, to gain an Education point for a difficulty 2 skill, a character of Learn 12 would need a 10 or lower on 3D6.

If the player has demonstrated great judgement in using skills, or has been especially successful with them, the Sholari can give the player a bonus of 1 or 2 on his or her die roll.

Characters add 1 or 2 points if they are learning a skill under training. 1 point if the trainer is only a little better than they, 2 points if the trainer is 5 or more skill levels above them in the skill they are teaching.

Skills listed as ½ cost still take the normal number of Education points to increase in skill level, but players get a bonus of 3 points on their 3D6 die roll when rolling for improvement.

Special rolls:
On a roll of 3 or 4, characters not only gain an Education point, but they get to roll again as a bonus.

Each time you gain an Education point, tally it beside the name of the skill on your character sheet, and add it to your Education characteristic. When a skill has accrued 5 Education points, increase the skill level by 1 for the skill, and start the Education point tally over again.

An Example of Gaining Experience

Let's examine a week in the life of a boccord, Mahall Kroen. This character has a Learn characteristic of 10

Day 1 is spent in town. Before leaving town on an overland journey, Mahall spent some time poking around, trying to gather whatever supplies he might need. The human clep owner he dealt with was a feisty old man who gave him a workout at his bargaining skills. Mahall's player puts a check next to his bargaining skill.

Day 2 was spent on the road. Mahall gets one check next to "Set up camp" on his character sheet.

Day 3 involved two combats. In the first combat, Mahall performed remarkably, saving the life of one of his fellow travelers. He faired well in the second combat.One check is placed next to Sword.

Day 4 was spent in deep forest, where Mahall and his party did their best not to attract any attention. He spent the day traveling, and cleaning his thombo.Nothing special recorded.

Day 5 was spent traveling with a group of bronth encountered in the morning. Although he does not speak their language, one of the bronth spoke Entren. Interacting with this creature, Mahall rolled successfully on his bronth etiquette roll (who says boccord can't be civilized?), greatly impressing his new acquaintance.One check is placed next to Bronth Etiquette on the player's character sheet.

Day 6 was spent fighting off a hive of scrade, and taking care of the party's wounded. Mahall received a minor wound to his chest in the skirmish, but escaped serious injury.No check for sword recorded. Mahall has already used his sword earlier in the week.

Day 7 was spent in Lelligire. While some members of the party were relaxing, or having their wounds attended by healers, Mahall was out learning the layout of the city. Other than a somewhat unpleasant confrontation with some guards, his day went without incident (he strayed into a posh section of the citadel where only Drenn are allowed).One check is earned in Navigate City skill. The word Lelligire is written next to Nav City. Normally, characters do not receive checks just for wandering through a city. It is only because Mahall specifically stated that he wanted to learn the city's layout that he received a check. Note that this ended up getting him in a little trouble with some guards.

At the end of the week, Mahall's character rolls 3D6 for each skill that has a check written next to it.

1 Check for bargaining.

The 3D6 must roll lower than Mahall's Learn, which is a 10. The roll is a 13, so he gains no Education points at bargaining.

2 Checks for Setting up camp.

The week marks the end of a month for Mahall. He has 3 checks next to the Outland skill group, so a roll is made to see if an Education point is gained.
The roll of a 3D6 must be 10 or lower (this is Mahall's Learn)
Penalize this by 1 because the outland skill group is difficulty 1.
A 9 or lower is needed.
The 3D6 rolls a 7. Mahall gains one Education point worth of improvement on his Outland skill group. He needs 4 more such points to increase this in skill level.

1 Check for Sword use

The roll of a 3D6 must be 10 or lower.
Mahall is skill level 2 with the sword. At this skill level, sword skills are difficulty 0. There is no penalty.
A 10 or lower is needed. The 3D6 rolls a 5. Mahall gains one Education point worth of improvement in his Sword skills. He had already accrued 4 points from previous combats. This extra point brings him to 5. This is enough to increase his skill level attacking and defending with the sword by one. Mahall is now skill level 3 with the sword. If you look at your character sheet, you will see that at skill level 3, combat skills increase in difficulty, becoming difficulty 1. It is now a little harder for Mahall to improve with sword skills, but not by much.

1 Check for Navigate in the City of Lelligire

The roll of a 3D6 must be 10 or lower.
Navigate City skills are of difficulty 0. There is no penalty.
A 10 or lower is needed. A 4 is rolled. This means that one point of Education is accrued towards improvement in Navigate city skills, and that another roll may be made. The second 3D6 roll is a 15, and results in no additional Education points.

Now that the week is over, all checks are erased from Mahall's character sheet. Characters should add to their educations any extra Education points they pick up.

Broadening Your Skills

After every 6 months of game time, and 5 skill level increases, players receive 5 checks which they may place next to skills they infrequently use. Treat these as the same way as you would checks that were earned during a week of gaming. The roll of a 3D6 must be lower than or equal to the character's Learn for each check to turn into an Education point. The usual difficulty penalties still apply, so reduce your roll by the difficulty of the skill you wish to improve.

Descriptions of the Skills

Read the descriptions of the skill groups you are interested in. Use as many of your Education points as you wish. Remaining points can be used later on.

FIGHTER (Hand-to-Hand Combat)

Fighters, commonly called "condrij," have training in many forms of combat. Those who choose this group receive a bonus of 2 skill levels in all combat skills. Taking into account the bonuses given for high Agilities, condrij characters start out at skill level 2, 3 or 4. Each skill listed is either a weapon attack or defense, or a combat option. Education points are not spent on weapon defenses; by choosing a weapon, the user's skill level for both attacking and defending is increased. Advantage, and the skills from defend with no weapon on down, increase in skill level once for every 2 skill level increases with weapons. These skills are described thoroughly in the chapter on combat, chapter 6.

RANGE COMBAT

Archers are proficient with range weapons. Archers are skill level 2 with all range skills. Add aim bonuses to this.

BUREAUCRACY

Jorune has a formal bureaucracy complex enough to fulfill any nitpicker's wildest dreams. Interacting within such a system can be frustrating without knowing any of the basic skills of bureaucratic survival. They are the following:

Messenger

A messenger is someone who delivers parcels and packages. A success roll for a messenger indicates that even the most demanding of supervisors will be able to find nothing wrong with the messenger's performance. Details such dates, responses, identification of the receiving person, etc. are all important.

Clerical

Clerical skills are important when dealing with any sort of paper work or bureaucratic mess. A person with clerical skills greatly increases the chances that all will be in order. The percentages listed are of successfully completing a clerical job. As products of the twentieth century, we believe that it takes a computer to really make paperwork tough. Not true. Even without computers, it's possible to get lost in a jungle of approvals, verifications, and oaths. The last thing you want is for your Drenn papers to get lost, or destroyed because of an unsigned statement. As once said by Kevvin Shanters, head of the Ardothian record house, "It doesn't matter what you've got signed, just how many copies you have of it." Kevvin waited 5 years for his Drenn papers, discovering at the end that a misspelling in his application had him confused for a criminal executed four years previously.

Writing

Good writing skills will improve the chance that a document written by the player receives popular response. The percentages listed are of writing something which requires no editing, and will invoke a favorable reaction upon being read. Sholaries should feel free to modify the chances listed depending upon the complexity of the work attempted.

Administrative

The percentages listed for this skill give the chances of making Administrative decisions without messing up. This skill is basically a measure of a character's ability to make complex decisions without overlooking important issues. If called in to settle a dispute or set up a fair exchange between opposing groups, take care; disastrously bad decisions can easily be made. Offering help in delicate situations can quickly lead to the demise of a character.

Laws (yordigs)

The hold of an administration upon its people is based upon laws ("yordigs," on Jorune). The percentages listed for this skill give the chance that one can find legitimate excuses to get away with apparently illegal activities, and to offer a legitimate sounding defense for someone accused of a crime. Burdoth's cross network of yordigs created by the bureaucracy and by the remnants of the dharsage government weave a web with enough laws to find reason to arrest most anyone. You could say it's all a matter of interpretation.

ENTERTAINMENT

The skills in this group won't help players in any predictable way. Rather they will heighten role-playing. When music is played, or dance or pieces of art displayed, observers and listeners may or many not approve. Expect the Sholari to provide responses from the non-player characters involved. Reactions might vary from highly favorable impressions to utter disgust and repulsion (Jorune's a big planet, and there's plenty of room for aesthetic variation).

Dancer

Dance is one of the most ancient forms of artistic expression on Jorune. Practiced by both sexes, dance is a common art of the streets, especially for celebration. The dances of dharsage royalty are included with this skill, which are especially appropriate during times of festival. Dancers in particular should be careful when entertaining crowds from the east (near the Temantro border). Audiences from those parts are pretty wild. Overly conservative dances with tight, rigid motions will be booed and hissed.

Musician

The list of musical instruments available to Jorune musicians is extensive. Dichandra stones, whosins, jampers, and tenter shines are but a few of the musical instruments commonly played. Dichandra stones are made from the hard calcium fists of the swamp-dwelling dichandra. They play like flutes, but have a deeper sound, not unlike a recorder. Whosins are string instruments similar to a violin, except that small levers are struck to choose notes. Jampers are a combination between a drum and a tambourine. Made of stretched corondon skin, this musical device can be traced back to its shanthic origins, when it was originally called "As-trell." Tenter shines are horns carved from the brynk hardwood.

Musicians are common on Jorune, especially in the large cities. Street performers hit regions of heavy foot traffic, hoping to pick up a little money for their melodies.

Artist

Artists typically fall into the categories of: sculptors, painters, and illustrators. Although fine artists are popular in Burdoth, they will probably not impress the common person in the way that musicians will. Ardoth sometimes commissions artists to commemorate events, immortalize various leaders, decorate homes and state buildings, thriddle libraries, etc.

ETIQUETTE

Those with specific knowledge of the etiquette of a particular society or race increase their chances of fairing well in an encounter. At the beginning of an encounter, the Sholari rolls a D100 against the player character's etiquette percentile. The roll is made secretly. The player will know the outcome based on the response of the encountered creature. Failure on the etiquette roll does not necessarily spell disaster, but a successful roll will likely improve the chance of a favorable interaction.

OUTLAND

The outland skills are a necessary part of any explorer's education. They include all the basics needed outside a town or city. The skills in this group are strongly recommended for those who intend to do much traveling. All of these skills increase in skill level at the same time for those who spend Education points on the group. The roll for improvement is made only once a month. If chosen separately, they increase individually, like normal skills.

Guide

The guide skill gives the probability that a person is familiar enough with a region to offer shortcuts, and to be knowledgeable about specific dangers. The chances listed are of avoiding potentially dangerous situations. For example, if there is a small population of Ramian in the area, a person with a high guide skill rating would have little chance of being caught in an ambush. The guide skill is applicable to areas that the character has been exposed to for any length of time.

Set up Camp

Setting up camp each evening can be the start of a good night's rest, can herald a dozen hours of inconvenience and danger. The percentages listed for this skill give the chance that the location chosen as a camp sight is both safe and comfortable. The roll for set up camp is made secretly by the Sholari. Failure does not necessarily spell doom.

Cook

Meals are cooked on the road, or in the wilderness; taste runs from heavenly to hellish. A character with a high rating in cook will be sure to boost the morale of travelers. There will of course be the occasional disaster. The percentages listed give the chance that the meal prepared was especially delicious, and worthy of praise. Failure on this roll is not an indication of stomach upset; bad meals just don't taste too good.

Healer

Healers know basic first aid, and how to set broken bones (bones are usually broken by major wounds). The probabilities listed for this skill give the chance that any of these tasks is successfully completed. Those with critical wounds must receive attention from someone with skills as a healer before **any** healing can take place.

Riding Skills

Thombos and horses are pretty responsive, so we'll assume that everyone can pretty much get up on one and get going. The percentages listed for this skill give the chance that a rider can pull an extra something out of the creature, like an extra 3 or 4 meters per round of speed, or sufficient coaxing to jump over a gorge, etc.

Foraging

Out in the wilderness, it's important to be able to locate sources of food and water. The percentages for this skill indicate chances for success. Those with foraging skills will be able to identify food as edible or not. Just because it looks green and tasty doesn't mean that you can grow tall and strong eating it. There are many forms of deadly plants on Jorune, and worse yet are those which don't kill, but are indigestible. Nibbling on the wrong leafy greens might force a tauther to spend several miserable weeks recuperating.

Spot

These are the percentage chances that something difficult to see will be spotted by a character.

Listen

This is the percentage chance that something difficult to hear will be detected by a character. The sounds of ambushing creatures, or a few key words in a conversation can be important!

Groom Animals

Although not listed on the table, it is assumed that those with any experience at the outland skills are decent at cleaning their mounts. In the case of thombos, this is a major undertaking. In the forty-five minutes it takes to scrape the mud off of a thombo, and trim its coffee-can sized nails, you could probably practice some difficult orbs (if you're a muadra), or sharpen your blade. But with the difference it makes, who wouldn't prefer a spiffy thombo. Don't relax when the job is done—thombos will flop in the mud at the first opportunity.

HUNTER

Those who hunt wild animals are usually proficient at these skills. Most hunters will also have a good knowledge of the outland skills.

Track & Identify

The percentages listed for this skill give the chance that a particular creature can be tracked down. It also gives the chance that a creature can be identified by tracks, spoor, or other traces.

Conceal Self

In tracking down creature it helps to be able to conceal one's self. The percentages listed here give the chance of success at this. Failure to conceal one's self from a large, violent creature can be just as dangerous as walking up and kicking it.

Save Crill Boc-Rod

The winged Crill often carry boc-rod deep within their tails. When crill die, decomposition of the flesh usually breaks the rod apart, ruining it for any practical application. Those with this skill have a better chance at removing the flesh before this happens. It's not as easy as it might seem. Strands of cartilage entwined in the rod must be pulled out one by one. The process takes about four hours per crill tail. The percentages listed for this skill give the chance of recovering the boc-rod. If the roll is not successful, treat it as a total failure; the boc-rod will soon splinter down into useless shards.

Save Thailiers

Once dead, the dreaded corondon beast starts to decay rapidly. Especially susceptible are the creature's thailiers, which are crafted into Shanthic blades. Even as decoration, these long nails bring a high price in the market place. The percentages listed for this skill give the chance that the thailiers will survive a one month trip to a real craftsperson who can do something with them.

Save Grunder

The precious locurian grunder is one of the finest armorings on Jorune. Unfortunately, the skin of the grunder decays rapidly into a soft gel. By rapid transport, and some fairly elaborate techniques, grunder can be temporarily preserved for up to a week before the process sets in. The percentages listed for this skill give the chances of success at this. Once tanned by an expert, grunder will last for decades.

Set Traps

A person with this skill will be able to devise a trap scheme for any occasion. The chances listed are of the trap being designed and built correctly. The Sholari will determine the eventual success or failure of the trap. Failures need not be reported to the players until after the trap fails.

Curing

All hunters have curing skills, and can preserve meat for weeks.

Tanning

All hunters have tanning skills. They can can work an animal skin into a usable hide. Usually, the creation of armor is the goal, but there are other uses for tanned skins; for example, the skin of the corondon is essential in the construction of jampers, drum like musical instruments.

ISCIN

The name "Iscin" is taken by those of learned ability. Iscin was an aging bio-tec engineer who re-designed many of the Earth creatures to make them competitive in the Jorune environment. He is revered by many of the animal descendant races. Most iscins are either human or woffen, though there are a few muadra, boccord, crugar, and bronth of this name.

The iscin skill group contains skills of a scientific nature, like botany, biology, Earth-tec, etc. Characters who choose the iscin skill group are not yet iscins, but merely apprentices. The Sholari should accommodate players by creating their advisors. Often, apprentices are send on specific missions, doing the research of their advisor. In their many libraries, ideas are recorded. Only iscins and their apprentices are allowed into these establishments.

Biology

Those with high biology skills-ratings will often be able to recall important facts about various Jorune creatures. This can be of potential importance during encounters with creatures in the wild, where the iscin may be able to point out possible weakness, or specific behaviors. Iscin will also be adept at recognizing what parts of each creature might be valuable. It takes an Iscin for example, to know that the brain case of a farg is essential in creating the arrigish limilate.

Earth-Tec

Iscin are often handy at the modification and repair of Earth-tec. This is a recent addition to the iscin skills. Rediscovery of Earth-tec occurred only decades ago. A popular, though complicated, modification to energy weapons is the deactivation of their fingerprint verification system. Although a serious crime if not sanctioned by Ardoth, it does occur.

Geography

The percentages listed for this skill give the chance that the Iscin will be able to identify a location based upon landmarks, weather patterns, soil types, and indigenous forms of plant and animal life. This skill is especially valuable on the far- side of a warp. Although still applicable, chances of identifying a region based upon second hand descriptions are less.

Geology

Iscin with strong geology skills will be able to identify substances in the soil, and will know where to look for specific minerals. Not too far below the top crust of the planet are huge stratum of crystal deposits. They exist everywhere, but usually at depths unattainable. Iscin can sometimes successfully predict locations where the crystals are likely to have broken through the surface. This isn't an easy task; crystals are rare commodities.

Isho Weather

Predicting the energy weather, or even the task of identifying it can be of extreme importance, as severe changes in the Isho weather will have a great effect upon caji and all other creatures which depend upon Jorune for energy. Iscin with this skill can predict trends in the weather by taking lengthy measurements every so often. By moving from place to place, iscin can determine what form of Isho weather lies ahead. It is even possible to identify warps with this skill. The technique employed is to drop a palm full of crystal dust over a large circular grid (usually made of hide). As the dust settles over the hide, it reveals some of the architecture of the nearby energy. Taking the measurements is easy, compared to the computations which must be applied to them. The percentages listed for this skill give the chance that an Iscin is able predict the Isho weather of the next few days, or predict the immediate weather in the direction of travel. The iscin's skill at Mathematics must be at least 2nd level for this skill to provide any useful information.

History

Those who study history have a good chance of knowing facts historically pertinent to a situation. For instance, the Sholari will often roll to determine whether any of the players has knowledge of some historical element in a campaign. Each player's history rating is used for this purpose. If desired, iscin can specialize in a particular topic in history.

Lore

Similar to the history skill, those with much of an education in Jorune lore will know the fables, mythology, and primitive truths of Jorune. The percentages listed give the chance that the character is familiar with a specific piece of lore. If the Sholari asks, "Who is familiar with the story of Koth, Boccord of the Western Underwoods?" Everyone would make a roll against their lore skill.

Mathematics

Iscin with good math skills are able to comprehend *some* of the ridiculously complex concepts of thriddle mathematics. This can be useful when trying to predict energy weather, determine warp locations, find a convenient way into a thriddle conversation, bore friends to tears, etc.

Meteorology

The glorious art of weather prediction is alive and well on Jorune. Those who claim knowledge of meteorology will often predict weather of the near future. The accuracy of the predictions is not great. Exactly when and how hard a storm will hit remain difficult assessments.

LANGUAGES

Those who start learning languages at an early age receive a bonus for the receptiveness of their young minds. The variety of Jorune languages is far more extensive than those listed here. Even individual dialects will vary from region to region (in some cases, from valley to valley). These languages are the most common of the spoken forms. The percentages listed for each language indicate the chance of being correctly understood when speaking that tongue.

Blount Language

The blount speaks a Language modeled after the sounds made by lizards, snakes and other swamp dwellers. Their throats quiver when they speak. Learn this Language and yours will too.

Bronth Language: Boru

The bronth Language of Boru is commonly spoken in the realm of Dobre. Historical accounts are most often written in this Language of deep resonance. Its written form is very similar to the woffen tongue. Because Boru is close in construction, learning one language reduces the Education cost of the other by half.

Cleash Language

The cleash Language is a grating combination of thick, sharp sounds, crackly pops, and loud clicks. Those who wish to learn this rarely mastered tongue must seek out a thriddle fadri; cleash do not give Language lessons.

Croid Language

Croid are large, hunched creatures that speak a Language of grunts and snarls. The message comes across with few words. Croid sounds are often imitated to frighten children.

Crugar Language: Chaun-Tse

Crugar speak in thick, chewy snarls, broken growls and an occasional hiss. This Language is common in and around the Temantro border. The name of the Language is *properly* pronounced "Shaun See." Crugar use the letter combination "ch" as "sh."

Entren

This is the modern form of the English Language on Jorune. It still sounds a lot like the English of Earth, although there are many new words used to describe the Jorune environment.

Ramian Language

The tall, grave ramian speak occasional words in a coarse blend of hard, thick sounds which rely heavily upon the throat. Creatures learning this tongue cannot speak it for long without injuring their throats.

Scarmis Language

The Language of scarmis is the same as that described for cleash.

Shanthic Language

These beings were one of the original forms of intelligent life on Jorune. Their soft, flowing Language is difficult, but possible to learn. True verbal fluency is never achievable; written shanthic is barely understood, even by thriddle.

Thriddle Language: Triddis

These small creatures are known for their mastery of Languages. Although their own Language, Triddis, is complex, many creatures choose to learn it to impress thriddle they might encounter. The Language's structure is exceptionally convoluted. After speaking this tongue for a while, non-thriddle often unconsciously speak even their own tongues with the odd thriddle structure.

Thivin Language

Thivin are best known for their trading abilities and musical talents. Their Language is a soft, graceful combination of light, tongue inflected sounds. The letter "k," and its sound are completely absent from their speech. Thivin Language has a highly developed "trader's rhythm" difficult to completely match.

Woffen Language

Although softer than the Bronth Language, the speech of woffen is close enough to make the knowledge of one of these Languages of value when the other is being learned. If woffen is spoken, reduce the time needed to learn bronth by two.

OCEAN SKILLS

The following skills are commonly learned by those involved with sailing. The swimming skill in this group is important even to non-sailors.

Sailing Skills

Those who serve shipboard will be called upon to perform a variety of duties including swabbing the decks, manning the oars, and scores of other menial tasks which give sailing its adventurous reputation. The percentages listed for this skill give the chance that all duties will be performed satisfactorily.

Swimming

The percentages listed for swimming give the chance that a person will be able to stay afloat in rough seas. It is assumed that player characters know how to stay afloat in calm water.

Sail Master

A sail master is responsible for correct use of rigging and sails. The percentages listed for this skill give the chance that all duties will be performed satisfactorily.

Navigation

Navigators make sure that a ship gets from place to place, exercising good judgement in their decisions concerning layovers, sea lanes, storm avoidance, etc. The percentages listed for this skill give the chance that all duties will be performed satisfactorily. Unsuccessful navigation means lost ships, long layovers, etc.

ShipWright

A shipwright supervises the construction of ships. The percentages listed for this skill give the chance that a ship will be built according to budget and deadlines. Shipwrights require large teams of workers to complete a job, and often bring work crews with them.

CITY SKILLS

Those who have lived in a large city for any period of time are bound to pick up at least a few of these skills. City skills can be very useful when dealing with large cities and unfriendly folk.

Bargaining

Bargaining is an essential part of most all transactions on Jorune. Expert bargainers are more the rule than the exception. The percentages listed for this skill give the chance that the player is able to strike up a real bargain on whatever purchase or trade is going on (or at least apparently so, only the Sholari really knows). Tauther are expected to be less demanding bargainers.

Scrounge Item

Someone familiar with the way a town or city works will be more likely to make the connections, and find the seedy little grottos where the real treasure is. There's nothing more aggravating than knowing that what you need exists, but you can't get a hold of it. The percentages listed for this skill give the chance that some specific item can be scrounged up. This will usually take a day or less in a small town.

Fast Talk

This is the fine art of creating confusion that has the ring of truth. The percentages listed for this skill give the chance that the the listener allows the talker to get away with something. Sholari increase or decrease the chance based upon the situation. For instance, getting on board a ship just before it leaves port would be about average in difficulty; gaining entrance to a palace would be substantially more complex.

Street Navigation

This is the skill of being able to maneuver through a town rapidly, without getting trapped by the normal congestion and bottlenecks. All sorts of shortcuts might be employed, from climbing fences to traveling along roofs. In a big city like Ardoth, a skill such as this could save as much as an hour in crossing town. The percentages listed for this skill give the chance that the character is able to save traveling time.

Bribe

While anyone can *offer* a bribe, those with high skill levels more commonly succeed in having their bribe *accepted*. Failure usually means that the bribe was flat out refused. Other possible responses include calling the bribee or witnesses calling local patrols. The percentages listed for this skill give the chance that the bribe will be accepted. These numbers assume a reasonable bribery offer. For higher or lower sums of money, Sholari may alter the percentages at their discretion.

GITHERIN

Githerin, or thieves, commonly have certain skills which help in their day to day activities.

Lie

The percentages listed for this skill give the chance that a reasonable lie will be believed. For the absurd, Sholari will surely reduces a character's chances.

Pick Pockets

The percentages listed for this skill give the chance that a githerin can successfully pick a person' pockets. Sholari will modify the percentages based upon the situation. Someone who is absent minded is more likely to fall prey.

Pick Locks

The percentages listed for this skill give the chance that a lock can be picked within 10 minutes. After three unsuccessful attempts, assume that the githerin is incapable of opening the lock.

Snitch Skill

Some people are skilled at eliciting information from passersby. The percentages listed for this skill give the chance that some desired piece of information can be had after a good afternoon's try.

TRAINER

Trainers teach animals to obey the commands of their rider or owner. Considering the dispositions of some Jorune beasts this is highly paid profession with many occupational hazards.

Talmaron

Talmaron are large winged creatures native to Jorune. Their size makes it possible for them to carry riders. Training them is not difficult, but dangerous. Untrained, the creature's natural reactions in flight are fly randomly, swinging sharply, and diving. These are the first tendencies that a trainer must correct. If a talmaron is ever to become to a useful mount, its flight must be stabilized. The percentages listed for this skill give the chance that the creature can be trained for flight within six months of adulthood (until this age they are incapable of carrying passengers). Roll again for every month after this.

Horses

Horses are a pleasure to train, compared with many of the Jorune mounts. After six months of training, make your success die roll. The percentages listed give the chance that a horse can be trained in a few months. If unsuccessful, re-roll every month.

Bochigon

These huge brutes are considered the most difficult to train creatures on Jorune. Their size and intelligence makes them superb both for heavy payloads, and for situations in which a quick-thinking mount is helpful (such as combat). The main problem with bochigon is their independence. Only the doctrines of "Thodi" have succeeded in training bochigon. Thodi was a Thivin who amazed crowds two centuries ago with her amazing control over the unwieldy animals she had trained.

Tarro

Tarro are often .trained for the rich as hunting guides. They make excellent guards and pets. Although incapable of speech, these semi-intelligent creatures can be taught different expressions representing ideas such as "Creatures nearby," or "Danger." Any benefit brought by the tarro will quickly lose its value should the creature decide to screetch. This painful wailing sound causes head-turning and ear covering. The percentages listed for this skill give the chance that a tarro has been successfully trained in a two month period. Screetching can be a useful guard-duty alarm, but must be curtailed in the more excitable tarro.

MISCELLANEOUS SKILLS

These skills are not commonly associated with any particular group. There is no "group cost."

Climbing

The percentages listed for this skill give the chance that a wall of moderate difficulty can be scaled. Unsuccessful rolls do not indicate falls, but failure. Only on a roll of 1 on a D6 does the failure result in a fall. Walls much easier than the average one listed on the tables are almost automatic successes. Sholari will increase the difficulty when appropriate. In the case of failure, characters are free to try again (we assume that at the end of a failure the character is back at the beginning, except in the case of a fall).

Get-lost

Something that people tend to want to do from time to time is get-lost in crowds, rubbish, or dark hallways. The percentages listed for this skill give the chance that a person is successful at hiding from pursuers.

Oration

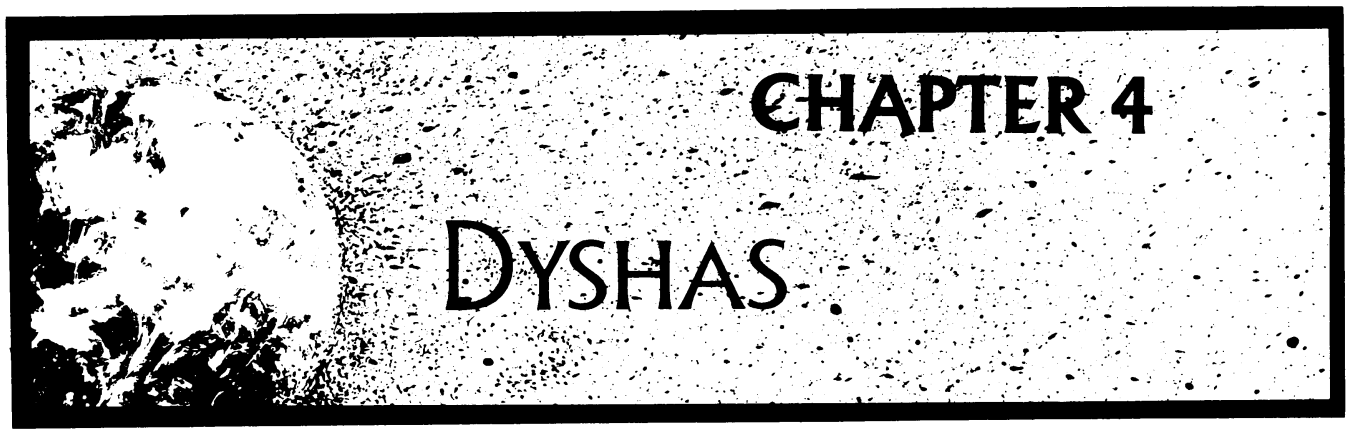
Speaking in front of a large crowd makes many people nervous. There is a natural tendency to stutter, speak like zombies, and orate with the volume of a pocket radio. The percentages listed for this skill give the chance that a person will speak competently in front of a large audience.

Ride Talmarons

It's one thing to buy a talmaron. It's another thing to get the beast into the sky without injuring oneself. The percentages listed for this skill give the chance that a talmaron obeys the rider. In the case of failure, Sholari make a decision as to the creature's actions. They might range from taking a sharp dive, swerving, trying to throw their rider, or any of a number of more pleasant alternatives (like deciding to go the wrong way, or plain refusal to fly).

Ride Bochigon

Like the talmaron, bochigon have their own ideas about where they'll go, or whether they'll go at all. Additional experience in this skill will be quickly picked up as the rider learns how to cope with the stubbornness of bochigon. Kind treatment of bochigon seems to inspire results. Slowly.



This chapter explains the concepts involved with Jorune energy, and guides players who are role-playing muadra through their initial ability selection. At the end of the chapter is a list of descriptions of each of the dyshas.

Isho: Ambient Jorune Energy

Isho is Jorune energy. In shanthic, it means life and vitality. It emanates from vast layers of crystal buried deep beneath the planet's surface. The Isho permeates everything on Jorune. Many of the native forms of Jorune naturally have this energy at their disposal. Constructive forms of Isho use are called dyshas. "Isho sensitivity" is often a capability of creatures unable to "sculpt" Isho.

Isho tends to accumulate in forms of life. Inanimate objects deflect the Isho around them, forming an Isho outline visible only to those with strong "Tra-sense." This is the way that the eye-less shantha perceives his world. *Isho ripples* give each form of life distinctness. Each creature's ripple pattern is his "signature," and results from his mind's natural manner of dealing with the different forms of Isho.

Although no two Isho signatures are alike, signatures of members of a given race tend to be along the same lines. The mind's acceptance and familiarity with Isho in each of its seven different forms, sets the basic pattern; personality and life experiences create the distinctive, finishing touches. The following is a list of the names of the seven different Isho forms, and their observed color. When we later see how signatures are observed, the colors will demonstrate their importance.

ISHO FORM	COLOR
1. DESTI	RED
2. DU	AMBER
3. EBBA	YELLOW
4. LAUNTRA	GREEN
5. GOBEY	BROWN
6. SHAL	BLUE
7. TRA	WHITE

So, a creature's signature is just a spectrum of response to each of the different Isho forms. Creatures with many strong responses form an intricate signature, while those of limited response will generate more of a flat, hardly varied pattern.

The more dyshas a creature has learned, the more intricate the signature; the greater the number of forms of Isho the creature can manipulate, the broader the spectrum of the signature.

Muadra Skills and Perceptions

Muadra

Muadra are of human derivation. Although similar in appearance to humans, they alone (of the three human races) can learn to sculpt Isho into constructive forms. Muadra who exploit this advantage and train to use the energy, are called caji. Those who gain a mastery of the energy and its forms are called "copra." Muadra player-characters start as caji (learners). It is assumed that they know a few of the simple forms of energy manipulation, although they are not totally proficient with them.

The teachings are broken down into seven distinct categories, each of which is associated with a color and one of the moons of Jorune. Each will be explored in great detail.

Young Muadra

The cultivation of energy skills starts from the time a muadra child is able to walk and talk. Young muadra give off occasional discharges of static energy in the form of small, divergent bolts. Control over this involuntary release is taught first, with a rapid-expulsion technique called "kerning." When young, the body of a muadra pulls in more Isho than it can handle comfortably. Kerning rids the body of Isho, starting the accumulation process over again. Until they enter adolescence, muadra need to visit the "kerning bays" about once a week; the bays are usually the only places within city limits where dysha use is not prohibited. Muadra who never progress will continue to kern all their lives. Those who learn dyshas don't kern, as it would be a useless waste of their energy. Roughly a quarter of muadra in cities remain "Isho illiterate." In the country, this figure is closer to 85 or 90%.

A Muadra's Naull

The first step to energy manipulation involves the creation of the naull orb. Its size is greater than that of a normal orb, making it easier for inexperienced muadra to weave. The regions of color which sweep over this orb's surface are determined by both the personality of the muadra, and the types of dyshas that the muadra has mastered. A naull is really just a visual way of seeing a person's signature (described above).

The colors are faint in the naulls of young muadra, increasing in brilliance as the caji masters his skills. It is common to refer to someone's naull as their "copra."

With time, caji learn to create naull which can remain for hours. This is the first step in teaching weave. Before true proficiency is learned, orbs are produced from both hands, almost as if a bubble were forming in the palms, forcing the hands open. Later, orbs can be created with just one palm.

By age 14, a muadra is capable of learning to create naulls which can be sent out from the palms, away from the caster. The "quick release" is an essential part of any caji's education. If destructive energy cannot be expelled quickly enough, it will burn the hands, or worse. Although young caji are unable to muster enough energy to seriously hurt themselves, with time they will be capable of creating vastly more powerful orbs. They must develop their release before this time. The skillful aiming of the naull is also practiced; to miss a target is a waste of energy.

From Muadra to Caji

Only after long-duration naull can be created, and the quick release mastered, will a muadra learn any other specific orb dyshas. This is about the time that a muadra might start to be considered a caji. Although the bolt dyshas are easily learned by teenaged muadra, teaching these destructive forms to adolescents is frowned upon.

Assume that muadra characters have been trained by their parents, or a local sho (shanthic, for teacher). Beginning muadra will have learned to create their naull and have a few other dyshas. Although the names and forms of many dyshas will be known to them, they have little to go on, and will sometimes reach an impasse. When unable to progress, caji must seek out copras who specialize in the type of dysha they are having trouble perfecting.

Muadra characters must be careful. Their abilities are initially few. They are weak compared to humans and boccord. They risk social condemnation for flagrant use of violent abilities. Although great power lies ahead for those who can achieve the status of copra, initially, muadra face tothis (the period of attempting citizenship) with little in their favor. It is only their ability to sculpt Isho that makes them competitive.

Caji Skills

Dyshas are broken down into 7 groups. Each has a color and a moon associated with it.

Each of the different color groups requires a different number of your Color points. The cost of each of the color groups is listed below. The more groups you can take, the better, but certain groups are more sensible choices. For muadra, the groups they choose will determine what types of dyshas they can initially learn to cast. Humans and boccord can only learn to interfere with those muadra attacks which are in the color groups they have chosen. You might want to wait until you've read more about their muadra skills before making decisions here.

Color Pts Needed	Moon	Color	Main Attributes of this Color
2	Desti	Red	Bolts which inflict damage
3	Du	Amber	Orbs of raw energy, heat
4	Ebba	Yellow	Orbs of force which can push things
4	Launtra	Green	Energy flowing over and about the body
4	Gobey	Brown	Orbs which shield
5	Shal	Blue	Complex orbs, like Craze and Faint
5	Tra	White	Space and Isho

The Forms of Dyshas

There are three forms that dyshas can take: orb, bolt, and physical. Orbs are normally about the size of a softball; the exception to this being a caji's naull, which is the size of a soccer ball. Bolts are approximately a meter long. They branch a little bit, like lightning. The physical are not launched like orbs and bolts. They trickle energy over the surface of their user's body (night eyes and spider grip are examples).

Depending upon your character's Color rating (one of your rolled characteristics), some of the seven color groups are available for selection. Only dyshas within these groups have been learned and can be learned by the caji. Thus, a dysha in the Shal group cannot be chosen if the character has not acquired the Shal group. As they progress, caji characters receive additional color points with which they can learn the remaining color groups.

Proficiency with a Dysha

Each dysha you have learned will have associated, with it, a skill level from 1 to 5. At skill level 1 there is a good chance that the dysha will fail. At skill level 5, dyshas never fail. On a D20, the roll for success must be at least as high as the numbers listed below. If the roll is failed, either the dysha does not form correctly, or it forms and launches, but does not have any effect. In either case, the Isho necessary to create the dysha is wasted.

Skill Level	Minimum Roll of A D20 Needed:
1	9
2	7
3	5
4	3
5	1 (always succeeds)

NOTE: These are not the chances of *hitting an opponent* with a dysha; these are the chances that the dysha was *created correctly*. It is still in question as to whether the dysha struck an opponent. This will be dealt with in the chapter 6, the combat chapter.

Choosing Dyshas For Beginning Characters

Each dysha has with it an associated difficulty. This number is used to determine how long the dysha takes to learn. Difficulties range from 0 to 3, and are referred to as: Basic, Intermediate, Advanced, and Coprate (expert). Muadra player-characters are limited to the basic and intermediate dyshas (difficulty 0 and 1 dyshas) to begin with. Dyshas of a given difficulty can only be learned if a dysha of a lower difficulty has already been learned.

Dysha Difficulty	# of Education Points
Beginning	10
Intermediate	20

When creating a character from scratch, we make the assumption that all dyshas known to a player have been used a little bit. For this reason, roll a D3 to determine the skill level initial dyshas are known at. As you progress in gaming, any new dyshas you learn will start at skill level 1.

Using Dyshas

The Isho column on the dysha list indicates the number of Isho points a caji must expend to use a dysha. This is the minimum amount of energy which can be spent. If more Isho is expended, the dysha will become more effective. It will either travel further, or have a greater effect, or last longer; it depends on the dysha.

Maximum Isho Use

During any given 2 seconds (this period of time is called a round) limit to the number of Isho points a caji can expel from his or her body. This number will be different for each color group as a caji progresses, but starts out as 10 for all groups that a caji has initially (color groups are chosen using Color rating points). As a beginning player, record the number 10 next to the name of each color group a caji has chosen. You'll find a space for this on the dyshas page of your character sheet.

Effect

The effect of a dysha upon a target is somewhat unpredictable. A 2D6 effect roll is usually necessary. At the end of the descriptions of the dyshas is a chart. Find the dysha which is used. Roll 2D6. Look below on that table to determine the result. It will be necessary to read the chapter on combat before all of the words on the chart make sense. For every extra factor of Isho used on a dysha, add 1 point to the 2D6 roll. Thus, if 20 Isho points were used for lightning blast, 1 point would be added to the 2D6 injury roll (20 points is 2 uses of lightning blast, 1 usage more than the minimum). Also be sure to subtract, as a penalty, the Size Modifier of the defending creature. A list of Size Modifiers is provided with the injury chart.

Preparation

Each dysha is assumed to require two seconds to be prepared and used. Exceptions to this will be noted in the descriptions of the individual dyshas.

Duration

Another characteristic of dyshas is their duration. It doesn't make sense to talk about this for most orbs and bolts; they simply fly out and hit people. However, there are a few where the concept is important. Bubble, for example, is an orb which creates a protective shield around an opponent. The duration of this dysha tells you how long that shield would last. Durations are listed in terms of "length of the effect per one usage of the dysha." To double the duration of a dyshas, double the Isho points spent; triple the duration at triple the Isho, etc.

Range

The distance that an orb or a bolt will travel without unraveling, and dispersing its energy is called that dysha's range. By expending double the Isho on the orb or bolt, it can travel twice as far. For triple the energy, three times the distance, etc. There are no limitations on this. Of course, orbs and bolts disperse to affect the first dense object they encounter on their paths. The table below indicates the range of dyshas depending upon their difficulty (it turns out that the more difficult dyshas have shorter ranges).

Difficulty	Range in Meters
0	40
1	30
2	20
3	10

Role-Playing with Dyshas

When a caji player-character wishes to use a dyshas, he or she tells the Sholari. Specify a target in the case of launched targets. The amount of Isho used should also be specified, otherwise, it will be assumed to be the minimum amount listed. Remember, dyshas are not something that muadra have to stop, concentrate on, and launch. Dysha use is, to a muadra, as instinctive as throwing a knife, or launching an arrow would be to a human.

Dysha skill level is 1, 2, or 3 initially. More Education points won't change that.

List of Dyshas: Summary Table

Initially, characters may choose only the difficulty 0 and 1 dyshas. The ISHO for each dysha is the minimum number of Isho points needed for the dysha's minimum effect. The effect column assumes a 1 usage. Double the effect for 2 usages, triple for 3, etc.

DESTI	DIFFICULTY	ISHO	EFFECT
Lightning Blast	0	10	Bolt of heat
Stiff	1	15	Spread limbs, drop everything
Frost Bolt	2	20	Bolt of cold
Lightning Strike	2	40	Bolt which throws an opponent
Penetration Bolt	3	50	Bolt of heat penetrates any armor

DU	DIFFICULTY	ISHO	EFFECT
Orb of Light	0	1	1 Minute bright, or, 1 hour dim
Flingers	0	2	Orb of heat
Quantum	1	5	Orb of heat
Cast Energy	2	10	Orb of heat
Crater	3	30	Orb of heat which explodes 2m radius

EBBA	DIFFICULTY	ISHO	EFFECT
Power Orb	0	5	Powerful push
Force	0	10	Muadra sized target pushed 3 meters
Tumble	1	10	50 meters of fall cushioned
Levitate	1	10	3 meters in 10 seconds
Power Hold	2	10	Lasts 30 sec. Strength of 20
Spinner	3	40	Spin 10 rounds. -5,-10 Adv for 3,3 rounds
Constrictor	3	40	Str 1,10,100 for body,arm,rope, 10 sec.

LAUNTRA	DIFFICULTY	ISHO	EFFECT
Fire Touch	0	5	Heat
Healer	0	15	1 wound downgraded
Night Eyes	1	1	10 Seconds
Faint Touch	1	1	Imbalances Isho of defender
Quiet	1	10	Lasts 1 minute
Spider Grip	2	10	Lasts 1 minute
Spectral Stun	2	20	−5 Advantage for 3 rounds

GOBEY	DIFFICULTY	ISHO	EFFECT
Shield	0	5	Stops 20. Lasts 1 round
Bubble	1	20	Stops 100. Lasts until destroyed
Body Shield	1	30	Stops 100. Lasts 10 minutes
Wall	2	50	Stops 500. Lasts until destroyed
Shield Shatter	2	20	Destroys 100. Takes 5 rounds
Cage	3	40	Stops 100. One lightning blast
Shield Implosion	3	50	Destroys 100/3r, 1 Power

SHAL	DIFFICULTY	ISHO	EFFECT
Faint	0	1	Imbalances Isho of defender
Calm Animal	1	20	Calms rage in animal
Darkness	2	30	Blinds for 10 seconds
Scramble	2	50	No orbs for 1 minute
Body Freeze	2	25	No movement for 10 seconds
Brain Blast	2	35	1 point of shock. pain
Craze	2	30	10 seconds of epilepsy, roll wound
Drain	3	50	½ Isho lost
Senses	3	40	Imperceptive for 10 seconds

TRA	DIFFICULTY	ISHO	EFFECT
Deflector	0	1	will reroute 5 points of an orb or bolt
Inner Ear	1	2	Hear through wall for 10 seconds
Inner Eye	1	2	See through wall for 10 seconds
Reflect	3	50	Deflects orb or bolt in chosen direction
Power Vine	3	100	User gains 500 Isho. 10 shock suffered
Create Warp	3	100	Warp created by orb. Lasts 10 seconds

DYSHAS WOUND TABLE

> Add 1 to injury roll for each additional usage of Isho.

	Lightning Blast	Stiff	Frost Bolt	Lightning Strike	Energy Cast	Crater	Power Orb	Constrictor	Fire Touch	Craze	
2	SUP	SUP	SUP	-5 METERS	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	-3	↓	↓	↓	↓	↓	↓	3
4	↓	↓	↓	-1	MINOR	↓	↓	MINOR	MINOR	↓	4
5	MINOR	↓	MINOR	+0	↓	MINOR	↓	↓	↓	↓	5
6	↓	↓	↓	↓	↓	↓	MINOR	↓	↓	↓	6
7	↓	↓	↓	↓	↓	↓	↓	↓	↓	MINOR	7
8	↓	↓	MAJOR	↓	↓	MAJOR	↓	MAJOR	MAJOR	↓	8
9	↓	↓	↓	↓	↓	↓	↓	CRIT	↓	↓	9
10	↓	↓	↓	↓	MAJOR	↓	MAJOR	SEVER	↓	↓	10
11	↓	↓	↓	+1	↓	CRIT	↓		CRIT	↓	11
12	MAJOR	MINOR	↓	↓	↓	↓	↓		↓	↓	12
13	↓	↓	CRIT	+2	CRIT	↓	CRIT		↓	MAJOR	13
14	↓	↓	↓	+3	↓	DEATH	↓		DEATH	↓	14
15	CRIT	↓	↓	+4	↓		↓			↓	15
16	↓	↓	DEATH	+5	DEATH		DEATH			↓	16
17	↓	↓		+6						CRIT	17
18	DEATH	MAJOR		+7						↓	18
19		↓		+8						↓	19
20		↓		+9						DEATH	20

Caji Development

The learning of *new dyshas* is handled differently than when initial dyshas were chosen. Dyshas have an Education cost of 10 points, regardless of difficulty. A 3D6 roll is made each week for dyshas that have been practiced. The difficulty of a skill serves as a penalty on the 3D6 die roll for Education point gain. The difference between normal skills and dyshas is that the penalty is not the same number as the difficulty. In addition, rolls must be lower than a character's *Color rating*, not his Learn characteristic. The penalties to apply to the 3D6 die roll at the end of the week are listed below:

Roll 3D6 lower than or equal to the caji's Color characteristic. Penalties due to dysha difficulty are listed below:

Difficulty	Penalty to 3D6 roll
0	0
1	5
2	10
3	15

The penalty is 5 times the difficulty in each case.

Dyshas need 1 Education point to increase in skill level. New dyshas are gained at skill level 1 when 10 Education points have been accrued.

One Education point is enough to increase in skill level with an already usable dysha. However, new dyshas need 10 Education points worth of practice to achieve skill level 1 (and become marginally usable). Record the number of Education points a character has gained while learning a dysha to the left of the dysha's name on your character sheet. Remember that at skill levels other than 5, you must roll for success when you use a dysha. To earn a die roll the character must spend 4 days (approximately an hour a day) practicing the weave structures of the dysha. This uses up the same number of Isho points as tow usages of the dysha. The caji may choose when in the day the Isho loss will be taken.

THE MAXIMUM DYSHA LEARNING IN A WEEK IS 1 EDUCATION POINT.
ONLY ONE DYSHA CAN BE PRACTICED DURING A WEEK.

IT TAKES 10 EDUCATION POINTS OF INCREASE IN A DYSHA TO REACH SKILL LEVEL 1 WITH IT.

The 3D6 roll can have interesting consequences for a caji. A roll of 3 or a 4 indicates that 1 Education point is awarded, and that a bonus roll is allowed to see if another Education point increase is possible. On a roll of 17 or 18, the caji's progress comes to a screeching halt. No improvement can be made until the caji is able to spend a day or so under the guidance of a hishtin who specializes in the problem color group.

- 3 - 4 1 Education point and a bonus roll.
- 5 - 16 Normal roll. Color rating will decide if there is an Education point gain.
- 17 - 18 Failure, and inability to continue without help from a copra who specializes in the group that your troublesome dyshas is in.
- 16 - 18 Failure for dyshas in the Shal group. They are much more difficult to learn without instruction.

After a caji has figured a dysha out, progress comes quickly. Dyshas only require 1 Education point to increase once skill level 1 has been reached. So characters with a high Color rating will often go up one skill level a week with a dysha they have learned. Once you have made it to skill level 5 with a dysha, you say that you have mastered it. You will no longer tally use of dyshas you have mastered. Circle dyshas you have mastered in the MASTERED portion of your character sheet. You can now erase the spot used to record progress with the dysha.

Gaining More Color

A character of Color rating 12 would need to roll 12 or lower to gain an Education point towards a basic dysha, but would need to roll 7 or lower for an intermediate one. Such a character could not even attempt to learn advanced, or coprate dyshas. Ah, but wait! For every two dyshas a caji learns, that character's Color rating increases by 1 point.

FOR EVERY 2 DYSHAS A CAJI LEARNS, HIS OR HER COLOR RATING INCREASES BY 1 POINT.

Gaining More Isho

Caji regularly expend great amounts of their Isho on dyshas they have already mastered in order to increase their Isho maximum. The actual increasing process requires that at least half of a caji's Isho be expelled within a few minutes on mastered dyshas from a single color group. This must happen at least 3 times over the course of a week to have any noticeable effect.

If the roll of a 3D6 is less than or equal to a caji's Learn, then one permanent point of Isho is earned. Increase your old Isho characteristic by one. Whatever color group the Isho was expelled in will increase in its Isho limit by 2 points per round. You may lower the number you need to roll by one point for every day of the week over 3 that the character meets the Isho expenditure requirements. Thus, a character of Learn 10 would need to roll 11 or lower on the 3D6 if he or she spent 4 days during the week practicing Isho in one of the color groups.

Use *Learn*, not Color, for a Caji's Isho Increase.

An Example of a Caji Gaining Experience

As an example of a week's experience, we'll examine Cresin Boehud, a muadra whose Color rating is 12. A few weeks before the start of his journey, Cresin came to a dead end in his attempt to teach himself the "power hold" dysha of the Ebba group. His companions are traveling to Lelligire, where Cresin hopes to be able to find a hishtin who specializes in Ebba and can get him progressing again.

Day 1 was spent in the kerning bays practicing faint touch before the start of a journey. One check is placed beside faint touch, and another marked for Isho practice in the Launtra group.

Day 2 was spent on the road; Cresin expelled Isho into dyshas of the Ebba group. For this he receives one check towards increasing his Isho in the Ebba group.

Day 3 he was in two combats during which he used power orb. He gets another check for Isho practice in the Ebba group. This is only given because he spent more than half his total Isho in just a few minutes during the attack, and all of the Isho was used for dyshas in the Ebba group.

Day 4 was spent in deep forest where it was impossible to practice dyshas without attracting attention (rumor had it that enervors were nearby). No checks for boosting Isho and no way to practice faint touch without attracting attention.

Day 5 was spent traveling with a party of bronth encountered in the morning. Cresin's knowledge of the bronth language was put to a test here. Other than a few miscommunications, he did fine. One check for bronth language, and one more check for Isho use (again in Ebba). We assume that Cresin was able to find a few minutes before nightfall to expel about half his Isho.

Day 6 Cresin and his companions were attacked by a hive of scrade. Hand-to-hand combat was necessary. Cresin used both power orb and his sword skills. One check for sword use. One check for Isho practice in Ebba.

Day 7 was spent in Lelligire, where Cresin met a Copra-Ebba who helped him overcome difficulties he had been having in weaving his power hold. Although he can now begin putting in some time towards learning power hold, his faint touch is also underway. It'll be interesting to see which dysha he decides to develop first. He can only progress in a single dysha each week. Although Cresin gets no check for this, he has overcome whatever obstacle was preventing his improvement in the power hold dysha. He can start practicing immediately.

At the end of the week Cresin's character rolls 3D6 for each skill that has a check written next to it.

1 Check for faint touch.

The 3D6 must roll lower than Mahall's Color, which is a 12.

Penalize this by 5 points down to a 7 because faint touch is a difficulty 1 dysha.

The roll is a 5, so he gains one Education point in faint touch. As this is the first week of work on this, he still has 9 more points to go before being able to use faint touch at skill level 0. Note that we didn't tally every day that Cresin worked on this dysha. When gaming, Cresin's player had to tell the Sholari when he would take out the one hour needed to practice this dysha, and lose the 20 Isho points necessary. (Faint touch has an Isho listing of 20 Isho points)

4 Checks for increasing Isho in the Ebba group.

Cresin has at least three checks in Isho increase, so a roll is permitted. The roll of a 3D6 must be 12 or lower (this is Cresin's Color rating).

Boost this up to a roll of 11 or lower because Cresin has one more check than he needs.

The 3D6 rolls an 11. Cresin gains one Isho point and his maximum Isho use in Ebba goes up by 2 points.

1 Check for Sword use

The roll of a 3D6 must be 9 or lower (Cresin's Learn is 9).

Cresin is skill level 1 with the sword. At this skill level, sword skills are difficulty 0. There is no penalty.

The 3D6 rolls a 12. No good.

1 Check for bronth language (Boru)

The roll of a 3D6 must be 9 or lower (Cresin's Learn is 9).

Penalize this to a 8 because the bronth language is of difficulty 1.

An 8 or lower is needed. A 13 is rolled. There is no improvement or Education point gain.

Now that the week is over, all those checks are erased from Cresin's character sheet. In terms of dyshas, this was a good week for Cresin. Unfortunately, his sword and bronth skills did not increase.

Characters should add any new Education points to their character sheets.

Inherent Caji Skills

There are several perceptive skills inherent to caji. Their degree of usefulness depends heavily upon a caji's Color rating.

Tra Sense

All caji have some degree of Tra sense. This is their ability to perceive the ebb and flow of the ambient Jorune energy. Those of high Color rating are able to perceive great detail in the "energy wind." This skill is based entirely upon a character's Color rating. ONLY CAJI HAVE THESE PERCEPTIONS.

COLOR	PERCEPTIVE ABILITIES
3 - 8	No perceptive abilities
9 - 13	Can detect the presence of more than 100 Isho points within 10 meters.
14 - 16	Can detect the pretense of more than 50 Isho points within 20 meters.
17 - 25	Can estimate on sight, a creatures Isho capacity to within 50%
26 - 30	Can determine the Isho maximum of a creature in view to within a few points. Knows that creature's primary color group.
31 - 35	Knows a creature's Isho to a high degree of certainty, and can tell to what degree each of the color groups have been developed.
36 - 40	Can sense what dyshas the caji has learned if known to the observing caji.
----------	Limits of normal Caji. Copra above here.
41 - 50	With time can figure out any dysha a person has learned.
51 - 60	Has a grasp of a person's basic personality.
----------	Limits of most copra. Only shanthas have been known to be higher.
61 - up	Knows the style of training a person has received. Has a firm grasp on a person's thought processes.

At a given Color Rating, caji always have abilities of a lower rating as well.

Caji are somewhat protected from this probing. Unless they specify an "open stance," to the Sholari, subtract their Color rating from the Color rating of the observing caji. When in the presence of an elder, it is customary for a caji to let down his guard and assume an "open stance." It is only in more delicate situations that a naull orb will be displayed.

Pick up Wind

Sleep is the easiest way for caji to return to their maximum Isho, but well trained caji can consciously pick up energy from their surroundings. This is of no benefit to those who are already at more than half their Isho, as this conscious process can only bring a caji to half of his Isho maximum. This procedure is most useful after a big combat, but will be practiced by caji whenever Isho is low. The ability to effectively collect extra Isho is heavily dependent upon a character's Color rating. The following list tells how long characters of various Colors need to spend before returning to one half Isho levels. In particularly Isho rich, or Isho poor regions (or in the case of disturbances in the energy weather), characters will need more or less time. (Move characters up or down a Color to the closest bracket during bizarre Isho geography or weather)

Color	Time to bring Isho to its ½ level
3 - 15	1 Day
16 - 20	6 Hours
21 - 25	3 Hours
26 - 30	2 Hours
31 - 35	1 Hour
36 - 40	30 Minutes
41 - 45	20 Minutes
46 - 50	10 Minutes
51 - up	5 Minutes

When attempting to pick up extra Isho, caji must be free to move about unencumbered, and therefore cannot be wearing any heavy armor. They might wander as far as several kilometers, trying to find rich sources of Isho. If any of these conditions are not met, increase the time by one notch. Thus, a caji of Color rating 23 who was encumbered while trying to achieve ½ Isho would require 6 hours instead of the usual 3 hours.

Caji Entropy

By this process, caji draw upon all of their hidden Isho resource. With effort, they can get all the Isho vaguely associated with them to become well mannered and useable. This will double or even triple available Isho. The process takes time, and is not very reliable. The concentration required for this task is great; maintaining it long enough to achieve this resource is straining. Caji must specify the color group that the Isho is to be used in before the start of the attempt. For example, if Desti was chosen, only those dyshas in the Desti group could be used. This restriction applies for just one hour. During this time, dyshas of no other group may be used.

The process is simulated with 3D6 die rolls. The caji may continue the effort as long as desired or until giving up. Each die roll represents 10 minutes of game time. Remove one die for each time a "6" is rolled on one. The remaining dice are re-rolled. The first die removed reaps no benefit to the caji. When a second roll of 6 is made, the caji has increased Isho to twice what it was before the start of the attempt. A third roll of 6 indicates that maximum Isho, triple normal, has been dredged up.

The only restrictions on the use of the energy is that it must be used within an hour (or else it kerns violently from the caji), and that the Isho be used only within one color group, the one specified at the beginning of the attempt. A caji's Color Rating will fall to ½ of normal for one week after performing a successful caji entropy attempt. In addition, 5 points of stamina are lost.

Unweaving

Caji can develop the skill of "unweaving," which permits them to take apart orbs and bolts. In order to unweave, the caji must have the color group of the oncoming attack, and must have a Combat Advantage within 5 of the attacker (or higher). The chance of successful unweaving is equal to the defender's Isho maximum in a group. So, a caji with an Isho maximum of 30 in Ebba, would have a 30% chance of being able to unweave an orb from the Ebba group. If the roll of a D100 is less than or equal to the unweaver's Isho maximum in the group, the attacker's orb or bolt is unwoven. Unweaving is a choice; caji need not unweave orbs and bolts if they wish. In fact, if surprised, a caji will be unable to unweave.

Bolts are especially easy to unweave. Add 10% to your chance of success at unweaving them. Orbs from Gobey (shields), on the other-hand, are especially difficult to unweave. Subtract 10% from your chances of success.

The process of unweaving expends a few Isho points. For every 5 points of incomings Isho, 1 point of Isho must be used in the unweave attempt. When an orb or bolt is coming at them, caji are very good at judging the amount of Isho that will be needed to unweave. Isho points are expended whether or not the caji is successful in the unweave attempt. If the caji does not have enough Isho points, the incoming attack succeeds. In either this case, or in the case of an unsuccessful unweave roll, subtract 1 point from injury rolls.

The Kerning Bays

As we've already mentioned, the kerning bays are places where muadra expel Isho. It is also the place where caji and copra go to practice their dyshas, and learn new ones. Although these places are a little rough on the young (their parents usually accompany them until they're in their mid-teens), there is much to be learned at the kerning bays. Humans and boccord "hishtins" help caji learn certain dyshas when a living opponent is needed. Hishtins have extraordinarily high interference abilities (described right after color increase) which allows them to literally suck in the caji's incoming orbs and bolts. By "flirting with orbs and bolts," hishtins can sense the effect of these attacks without actually suffering their effects. Particularly those dyshas in the Shal group require practice with hishtins to acquire any proficiency. Unless a caji wants to practice the Shal dyshas on innocent bystanders, a hishtin must be paid to critique such orbs. These folks aren't cheap either.

Humans and Boccord Energy Abilities

The only form of adaptation that humans have made to their environment is their ability to "interfere" with the attacks of caji. Boccord share this ability, but their bodies have changed in ways which adapted them further to their environments. Before we discuss the specific boccord skills, we'll explain interference.

Interference

Although generally considered "blind" to the ambient Jorune energy, humans can learn "interference," the skill of disrupting muadra energy attacks. The "signature sensitive" boccord is also capable of interfering. This sophisticated defense distrusts the incoming orbs and bolts of muadra. Muadra themselves are incapable of learning interference because it depends upon rapid fluctuations of Isho. Even at a basic neurological level, muadra training prevents such Isho undulation. Nausea and even unconsciousness would result if a muadra attempted to interfere. Other than a bit of dizziness, humans and boccord suffer no ill effects from this defense.

With interference, the body senses the presence of incoming Isho, and matches the pattern of energy with rapid fluctuations of its own Isho. The resulting barrier is often enough to protect the defender from harm. In order to match energy patterns with the attack, the person performing interference must be familiar with the color group of the dysha. For example, a human with the Desti and Shal color groups could try to interfere against any of the dyshas of these groups, but not those of the other color groups, like Gobey. Interference is not a natural talent. It is learned through training at the kerning bays.

To be able to interfere with dyshas from a color group, a character must have studied in the kerning bays, learning the principles of that group. Interference can only be attempted in those groups which were chosen with Color points.

Unless a character shows promise of becoming a hishtin, those at the kerning bays will not train him or her past the equivalent of skill level 1. After that, improvement will come only from actual use. Caji have no desire for humans and boccord to go around impervious to their attacks.

All seven of the dysha groups are listed as skills on your character sheet. Circle those groups which you have chosen with your color points. If you have spent the required number of Education points on the group, you may circle the percentage number listed under skill level 1.

The chances of successful interference at each skill level is listed on the following table. If the roll is successful, the human or boccord matches the Isho of the incoming attack, using one Isho point to interfere with every 2 incoming points of Isho. As many points as needed are used by the interferer. If every two Isho points of the attack can be countered by one Isho point of interference, then the attack is totally neutralized.

If the defender does not have enough Isho to counter the attack, reduce the attacking dysha's Isho value by 2 points for every 1 point of the defender's Isho. This is the true strength of the dysha. For example, if a triple use of lightning blast (30 Isho points) was used against a human who had 9 Isho points, only 18 points of the attack would be stopped, leaving 12 points of incoming lightning blast. This is enough for a single use of this dysha. So, although the attack was not totally stopped, it would certainly be better to be struck by a single usage of lightning blast, then to struck by three.

Interference is an automatic response for humans and boccord; it is effective even in surprise situations. The body regulates how many Isho points it puts into the interference. Because it tries to match the incoming attack, neither too few nor too many points will be used.

INTERFERENCE: Human or boccord must have the color group to train in the skill.

			SKILL LEVEL									
#	DIF	Color Group	0	1	2	3	4	5	6	7	8	9	10
	0	Desti	0	20	40	60	70	80	85	90	95	100	100
	1	Du	0	10	20	30	40	50	60	70	80	90	100
	2	Launtra	0	5	10	15	20	30	40	50	60	70	80
	1	Ebba	0	10	20	30	40	50	60	70	80	90	100
	1	Gobey	0	10	20	30	40	50	60	70	80	90	100
	2	Shal	0	5	10	15	20	30	40	50	60	70	80
	2	Tra	0	5	10	15	20	30	40	50	60	70	80

If the roll to interfere is successful, subtract 2 from the roll to injure, whether or not the character has enough Isho to totally interfere with the attack.

Using interference expends Isho points:
1 Isho for interference equals 2 Isho of the incoming attack.
1 Isho for interference equals 2 points of a shield.

Skill level increases happen for interference just as with any other skill, but check for interference increase every month, not every week, as with most skills. They require 5 points to increase, like a normal skill (not 10, like dyshas). Use your Learn characteristic when checking for increase.

When a character has increased by 5 interference levels, that character receives an extra point of Color. When enough extra points have been accumulated, another color group can be learned (through more training). Remember, just because you have enough points for a color group, doesn't mean that you've trained to interfere in it.

Every year or two, a human's Isho will increase by 1 point. Boccord gain one Isho point at the same time as they increase in color.

Boccord Signature Abilities

In an intuitive way, boccord are able to detect certain characteristics of the Isho around them. We say that boccord feel "signatures" in the surrounding Isho. Although their senses are not as precisely visual as the caji, they can detect the *presence* of certain creatures from a great distance.

COLOR	SPOTTING	SCANNING	FALSE SIG	MASKING
3 - 8	0%	0%	0%	0%
9 - 12	20%	0%	0%	0%
13 - 14	40%	20%	0%	0%
15 - 16	60%	40%	20%	0%
17 - 18	85%	60%	40%	20%
19 - 20	95%	85%	60%	40%
21 - UP	98%	95%	85%	60%

Spotting

Spotting is a boccord's ability to sense the presence of a high Isho entity in the immediate area, like a creature standing over him at night, or someone sneaking up a few meters behind. If the boccord is successful at spotting, the Sholari will tell the player "You get the feeling that there's something nearby that you're not used to. . ."

Scanning

By expending 3 Isho points, boccord can discern the signatures of the Isho wind to a high degree. If there are creatures in the surrounding area, a successful roll here indicates that the boccord is able to detect them. Another successful roll indicates that the boccord is able to identify the race, or if not familiar with the race, at least describe the creature as being: intelligent, non-intelligent, big or small.

False Signature

By expending 5 Isho points, boccord are capable of creating a phony signature. The percentiles indicate the chance that other creatures will believe this false signature. This can be used to trick boccord, but is also effective against any of the creatures which use "signature sense" to see. All native Jorune creatures are sensitive to this, even the ones with eyes. The boccord may only choose the signature of creatures he or she is familiar with. A boccord could not, for example, create the signature of a Dhar Corondon.

Mask Signature

Boccord can match their Ishos to the background wind with almost perfect coordination, becoming "Isho-invisible." This requires the expenditure of all Isho points. Native Jorune life forms (shanthas excepted) without eyes will be totally unable to detect such boccord. Even those with eyes might not spot them. If the roll for success is made, the boccord is "Isho-invisible" for one minute. During this time, only slow, calculated movements are permissible, otherwise the effect is lost.

Hishtins

Hishtins are boccord who train muadra to use their dyshas. Their interference capabilities are so high that they can safely absorb caji orbs and bolts. Analyzing the weave of the incoming dyshas, they can often offer criticism that will speed up the learning of a dysha. Hishtins are almost mandatory for learning any dyshas from the Shal group, unless the caji wants to train against innocent passersby.

THE DYSHAS

The names of the seven groups correspond to the seven moons of Jorune. Beside the name of each moon is its shanthic title. The name of each dysha is followed by two numbers: the difficulty of the dysha, and the number of Isho points expended on a use of the dysha.

DESTI: The Red Harbinger

All the dyshas in this group are red bolts. All are violent. Those who master Desti leave little doubt as to their intentions. These dyshas are easily picked up in seedy kerning bays. Muadra who know only Desti dyshas, and are incapable of producing a naull, are called dytes. The term has come to be taken as a caji slur. Such dangerous, undisciplined low-lifes are escorted out of Ardoth if they cause any trouble.

Lightning Blast: 0,10

This is the most basic of the Desti. It is a bolt which inflicts terrible flaming damage. This is the mainstay of dytes and criminals.

Stiff: 1,15

The Stiff dysha jolts its victims arms and legs into a comically grotesque full extension. Defenders of stiff drop anything in their hands on a roll higher than their Strengths on a 3D6. Defender's fall if the roll of a 3D6 is higher than their Agility.

Frost Bolt: 2,20

This dysha imparts intense cold upon its target, causing serious wounds and even death.

Lightning Strike: 2,40

Prerequisite: One dysha from Ebba

The most feared of the dyshas in this group, lightning strike impacts with a lightning blast, and hurls its victim a few meters. Use the lightning blast column on the dysha injury table to assess damage to a defender. The distance that a defender is thrown is equal to 3 minus the defender's Size Modifier, in meters. Multiply this number my the number of usages used. Thus, 3 usages would throw a boccord 6 meters (3 usages—Boccord Size Modifier of +1 = 2, 2 × three usages = 6). Treat this as the number of meters fallen when checking for damage.

Penetration Bolt: 3,50

The penetration bolt is able to penetrate any armor, yet inflicts its damage only on the living tissue inside. The bolt will not release its energy until surrounded by Isho, as in the case of its penetration into the body. Although crystal studded armor can stop penetration bolt, it will always be destroyed by it.

DU: The Illuminator

The bright amber Du orbs transport energy in a fairly crude form, resembling light or heat.

Orb of Light: 0,1

An orb of light can be created to give off varying degrees of light, from the very bright to a dim glow. In the first case, the orb will last for about an hour, while the dimly lit orb will last almost a day. The orb stays in one place unless moved by its castor, which entails placing both palms round the orb and pulling it along. It can be unwoven at any time by its castor.

Flingers: 0,2

These tiny orbs inflict 1 point heat damage each. They can be created in groups of 5, each traveling in a slightly different direction. If desired, the caji may choose for them to disperse randomly. Use the cast energy column on the dyshas injury table, but subtract 4 from the 2D6 die roll.

Quantum: 1,5

This intense orb of heat is created with only 5 points of Isho, yet it inflicts terrible heat damage. Quantum orbs may not be bundled (they may only be used one at a time). Their ease in being woven is a trade off with their versatility. Treat a usage of quantum as a cast energy orb when rolling for injury, but subtract 2 from the 2D6 die roll.

Cast Energy: 2,10

Like quantum, cast energy is an orb of intense heat. Its damage can be far more severe, as cast energy can be used in whatever bundles are desired.

Crater: 3,30

When the crater orb reaches its destination, all its energy is given off in a huge blast which burns everying nearby. Use the chart listed for crater to determine the injury done to defenders. Roll for everyone nearby, subtracting 3 points from the roll for every meter's distance a person is from the blast sight. Minor fires are sometimes started by this orb. Use it with care.

EBBA: The Sender

The yellow Ebba dyshas are orbs which either push or hold.

Power Orb: 0,5

This is the most basic of orb offenses. Power orb inflicts bulk damage to whatever it hits. Liken it to being hit by a projectile evening bat. It will often knock defenders down, or cause unconsciousness; it can even kill.

Force: 1,10

Force is a broad, slow form of power orb. Rather than punching holes through things, it pushes people and objects back. No injury roll is made with force. The distance pushed is equal to 2 meters minus the Size Modifier of the defender, all multiplied by the number of usages. Creatures attempting to resist force must be holding onto something immobile, and must roll lower than or equal to their Strength on 3D6.

Tumble: 1,10

Muadra use tumble to prevent deadly falls. Muadra create an orb to cling to. The orb grabs the energy ether, and is dragged down by the user's weight. Resistance by the orb slows the fall to a non-dangerous speed. Subtract 50 meters from the distance fallen when using tumble.

Levitate: 1,10

This dysha lifts caji straight up at a rate of 3 meters per 10 seconds, for ten seconds. Those who think ahead will have some place to step or something to grab at the end of the ten seconds, otherwise tumble might be necessary. Levitate allows for slight lateral motion while rising; its possible to navigate a bit during the ascent.

Power Hold: 2,10

This orb expands and rings around living tissue. It remains stationary, restraining whatever it has looped. An arm hit by power hold, for example, would be enveloped by a fat doughnut of glowing energy. Power hold lasts for 30 seconds on one usage. Creatures of Size Modifier 2 and higher can break the hold by rolling lower than or equal to their Strength characteristic on a 3D6. Tripling the Isho needed for power hold makes it possible to hold creatures of a higher Size Modifier. For every 3 usages, boost the maximum Size Modifier of possible defender's by 1.

Spinner: 3,40

On contact, this orb sets its target spinning at a rate of 5 or more revolutions per second. The duration of the spin is equal to 3 minus the Size Modifier of the defender, all multiplied by the number of usages. For each second of spin, add 1 to the 2D6 injury roll for spinner victims. This will tell whether they drop what they are holding. The penalty to advantage is -5 for each round of spinning. As an example, if a human were to be hit by a single usage of spinner orb, he would spin for 3 rounds (3—Size Modifier of 0 = 3). After the spinning stops, he will suffer a -5 to advantage for 3 rounds.

Constrictor: 3,40

This orb encircles its target as does power hold, but constricts, tightening its grip. The larger the object being constricted, the thinner the constrictor orb must become to loop around it. Consequently, the thinner the constrictor, the weaker its hold. Around an arm, Constrictor becomes fat, and very strong. The injury table for constrictor assumes the orb around an arm. The following table provides modifiers on the injury roll for different sized objects.

Location	Injury Roll Penalty
Arm	+0
Leg	-3
Body	-6
Head	-1
Rope	+6

Obviously, constrictor is adept at cutting through rope. It also has the potential to sever limbs. If the defender is wearing armor, roll for penetration. If the armor blocks the constrictor, then the damage is no longer cutting, but is crushing. Use the club injury table in such circumstances, but apply a penalty of −3. In any case, armor will reduce the effect by −1 on injury rolls. This dysha has the potential to sever limbs; use it sparingly.

LAUNTRA: The Flow

The dyshas of Launtra all employ the technique of running Isho over the surface of the body. These abilities are especially valuable to those who spent much time in the wild. The use of these dyshas creates a slight green glow about the part of the body which employs the Launtra Isho.

Fire Touch: 0,5

With this dysha, the user's hands become hot as branding irons. A surge of Isho running across the palms both protects the hands and creates the heat. Muadra using this dysha must actually make contact with their target. Treat such attempts as punches.

Healer: 0,15

By creating just the right flow of energy through their palms, caji can heal wounds and speed recovery. The process takes about a minute, and the results become apparent over a period of a few hours. For every usage, 2 points of Stamina damage will be recovered. The healing may only be applied to a single wound. No more than 4 points of dysha healing can be applied to a wounded person in one day.

Night Eyes: 1,1

Muadra can see in near total darkness by trickling a little bit of Isho over the surface of their eyes, creating a sort of light amplification. The duration of the effect is 10 seconds.

Faint Touch: 1,1

Caji can cause faintness by dumping a victim's Isho upside-down. The higher an opponent's Isho, the more energy it takes to accomplish this, but the better the chance of success. For every three points of the defender's Isho, one point must be spent. If the roll of a D20 is less than or equal to an opponent's Isho rating, unconsciousness results. Thus, a Human of 11 Isho points has a 55% chance of fainting if faint touch is used by a caji who expends 7 Isho points on the effort (2⅓ = 7). Always round fractions up. Note that this dysha always works on characters of an Isho rating higher than 20. Falling unconscious from faint touch is not at all pleasant. It is not like falling asleep. Having one's Isho flipped back and forth by a faint touch dysha is analogous to being twirled after a big meal. The duration of the unconscious state is equal to 2D6 minutes.

Quiet: 1,10

The use of this dysha muffles all sounds given off by the caji, creating a small zone of silence. Although sounds like footsteps and breathing are eliminated, really loud sounds will still be audible. The effect lasts one minute for a single usage of 10 Isho points.

Spider Grip: 2,10

This is the ability to climb or hold onto most any surface. By running a current of energy over the palms and feet, caji can effortlessly cling to all but the most slippery of surfaces. The duration of spider grip is 1 minute for a single usage.

Spectral Stun: 2,20

Spectral Stun temporarily stuns victims with an intense tight beam of light flashed in the defender's face. Caji with advantage rolls higher than their opponent will always succeed (assuming that the defender is looking at the caji). Defenders of this light become disoriented and dizzy. They become -5 to advantage for the next 3 rounds, and lose 3 Stamina points.

GOBEY: The Protector

All of the brown Gobey dyshas are associated with shields and the destruction of shields. Shields have an associated strength. In order to fell a shield, damage exceeding its strength number must be inflicted. No physical attack can penetrate shields without felling them first. Orbs and bolts have no trouble passing through shields. Energy weapons which rely upon pure energy can pass through shields.

For attacks against shields, treat them as human sized, and use the following wound equivalents:

Wound	Damage to the shield
Superficial	1
Minor	2
Major	4
Critical	6
Death	10

Add 2 for bludgeon attacks (clubs, fists, etc.) Add 5 for attacks made by energy weapons.

Shield: 0,5

The use of this defensive dysha creates a shield in front of the caji which subtracts 6 from any wound roll to the defender caused by non-dysha attacks. Rolls below 2 are considered to be totally blocked. No bundling is allowed with this dysha. Whether or not the shield is used, it falls at the end of the round. Although not launched, the shield comes from an orb created in the palm of the caji. Users of shield must have advantage rolls no more than 5 points lower than their attacker to get the shield up in time.

Bubble: 1,20

This orb creates a domed bubble of strength 100. It will remain indefinitely, until destroyed by either the person trapped inside or by outside attacks. Bubbles do not move. They measure approximately 3 meters high with a 3 meter diameter base.

Body Shield: 1,30

This shield covers the user's body, and provides a defense of 100 points. The shield is mobile, and will travel with its creator. This flexibility comes at a price, however. Used or not, the shield loses strength at a rate of 10 points a minute. After 10 minutes, it falls completely. Note that users of body shield can still launch other dyshas, but cannot use normal physical weapons without harming their own shield.

Wall: 2,50

Wall orbs spread out to form shields which cover a maximum of 9 square meters. They are especially effective for barricading entrances. The shield is shaped like a wall, and has a strength of 500 points. A wall is permanent, unless destroyed.

Shield Shatter: 2,20

This orb inflicts 100 points damage to shields. The process takes 2 rounds, and gives off a lot of light and noise. Fifty points of the shield are destroyed per round.

Cage: 3,40
Prerequisite: Lightning Blast

Shields are created around a defender, similar to bubble. Cage however, does not pleasantly fall when its 100 points of strength have been depleted by damage. Instead, it strikes its captive with a bolt of lightning blast. Additionally, organisms and objects can enter the cage, but not leave it. The dimensions of Cage are the same as for Bubble. Keep in mind that orbs and bolts can both be used from within a Cage and that these traps can be felled through interference. *If destroyed by Shield Shatter, cage's lightning blast does not strike.* With a sufficient interference roll, (and enough Isho), a human or boccord could walk right out of a cage.

Shield Implosion: 3,50

This orb is similar to Shield Shatter, except that the occupants of the shield suffer one attack of power orb per round for the orb's 5 round life span. During this time, 20 points per round of the shield are destroyed. The bulk damage to shield occupants is caused by rapid alterations in the size of the shield as it contracts. At the point where the orb is burrowing thru through the shield, great light and noise emanate.

SHAL: The Keeper of the Ancient Order

The blue dyshas of Shal all affect the nervous systems of their living targets. The Shal are often considered to be the most frightening of the dyshas. Shal training is rarely offered; few are those who wish to be the targets of these little blue horrors. "Heshtins" are people who permit themselves to be subjected to Shal orbs. Their ability to interfere with such attacks makes it possible for them to avoid injury, while critiquing the caji's performance.

Faint: 0,1

This dysha flips a person's Isho around, creating a sensation so unsettling that fainting is common. It's mechanism is similar to that of faint touch in the Launtra group. Use the faint touch description in the Launtra group for details.

Calm Animal: 1,20

This orb will calm a not-too-terribly angry animal. This is not a cure-all. A charging mandare can't be turned into an 8 ton pussycat. Basically, the bigger and the meaner the creature, the less likely that it will be calmed. The Sholari will add 1 point to the creature's response roll for every usage of calm animal used. No more than 4 usages of this dysha will serve a useful purpose. Past this point, the creature will only become irritated by the dysha.

Darkness: 2,30

Those struck by this orb are temporarily blinded for 10 seconds.

Scramble: 2,50

This unpleasant orb scrambles a victim's Isho, making it impossible for him to weave orbs, but leaving him the capability of launching bolts (anything from the Desti). The effect lasts for 1 minute.

Body Freeze: 2,25

Victims of body freeze have all voluntary muscle-motion frozen. Anyone running will fall, those walking often stumble. The length of the effect is 10 seconds.

Brain Blast: 2,35

This orb inflicts a sharp jolt of extreme pain, and one point of shock damage. In addition, those hit will suffer a -5 to Advantage for 3 rounds. Defenders must roll below their Strengths to avoid dropping whatever is in their hands. People have been known to change their minds about important issues when brain blasts have been the incentive.

Craze: 2,30

The use of this dysha throws its victim into a wild, epileptic-type fit for 10 seconds. For injury suffered during this time, consult the dysha wounds table. A -5 penalty to Advantage will be in effect for 3 rounds.

Drain: 3,50

This insidious orb drains off half of a defender's Isho points. A character who had 100 Isho points before the drain would end up with only 50 after it.

Senses: 3,40

Those struck by a Senses orb will become temporarily oblivious to anything happening around them. For about 10 seconds, their minds will follow hallucinations of sights and sounds which appear quite sensible at the time. Perfect against a guard who is bored.

TRA: The Warp Maker

The white Tra dyshas are concerned with the ebb and flow of the ambient Jorune energy.

Deflector: 0,1

If enough energy is expended in the use of this dysha, incoming orbs and bolts can be deflected around the caji. For every 2 points of energy used in creating the attacking orb or bolt, the caji must expend 1 point of Isho. If this condition is not met, the incoming orb or bolt will hit (assuming its aim was accurate). Basically, deflector digs a trough through the ambient energy, making a course for the orb or bolt to travel around the caji without contact. The same technique can be used to deflect arrows and other projectiles, except that in the case of matter, much more energy is needed. Forty points are required to deflect a spear or an arrow.

Inner Ear: 1,2

Users of this dysha can hear whatever sounds exist on the other side of a barrier or a wall. The duration of the effect is 10 seconds for 2 points of Isho.

Inner Eye: 1,2

Like Inner Ear, except that it applies to sight, users of inner eye can see through walls as thick as 2 meters.

Reflect: 3,50

Reflect is similar to deflector, except that the user can guide the incoming orb or bolt. Commonly, attacks are sent right fback at their sources, hence the name. Sometimes however, the caji with Reflect will wish the attack to travel in some other direction. Treat this as an attack by the caji with Reflect. The chances to hit are just as if the orb or bolt originated with the reflecting caji.

Power Vine: 3,100

This is an ability to pull in vast amounts of power from the nearby "energy wind." Given 100 points of Isho, 500 points can be drawn in (more in energy-rich areas). The color group that the energy will be used in must be determined *before* the use of power vine. Under no circumstances can the energy be used for dyshas in any group other than the one chosen. The energy can be held-in no longer than one hour, at which time it will kern itself out of the caji's body. The use of power vine inflicts 8 points of Stamina damage to the caji.

Create Warp: 3,100

This orb will create a warp to a specific location. There is no way for caji to determine where the other end of the warp will be without obtaining a warp map of the area (an extraordinarily rare item). The warp lasts for 10 seconds, and can be unwoven by a caji nearby by it on either side of the warp.

CHAPTER 5
BUILDING A CHARACTER

Your Character's Background

After deciding on gender and race, and rolling characteristics, it's time to give your character some personality, things like a name, origin, and family background. First, roll a D100 as a Luck Roll. Add your character's Social to the roll. If you get anything lower than "average," you may re-roll, and take the better of the two rolls.

ROLL	EXTRA MONEY	RESULT
1 - 5		Criminal. wanted by local authorities
6 - 10		"Black sheep." Disowned by family and friends.
11 - 15		Not trusted or respected
16 - 20		Comes from a family of diyorda
21 - 25		Family, or friends of are in disfavor.
26 - 30		Wanted for crimes(may or may not be true)
31 - 40		Minor trouble maker
41 - 50		Used to be a minor trouble maker
51 - 60		Average
61 - 70		Has a few well to do friends
71 - 80		Has several well off friends
81 - 90	+ 1 GL	A few rich friends. important acquaintances
91 - 100	+ 2 GL	Has contacts in the local government
101 - 110	+ 5 GL	Middle class background
1 11 - 115	+10 GL	Wealthy background
116 - UP	+20 GL	At least one relative is a Drenn

Creating Your Character's Name

Go beyond "Dick and Jane." Jorune has no "Spot."

Your Character's Origin

Players will usually be leaving their home town, probably heading towards Ardoth to register for tauther in the Hall of Drenn. The following is a brief list of some towns and cities in the realm of Burdoth which beginning players may choose from.

Ardoth: The capital city of the Burdoth realm. Located in the southern part of Sychill bay, Ardoth is the greatest human power on Jorune. The city itself has a population of nearly a quarter million. Ardoth is heavily human, but nearly all races have some contingent here. The Dharsage ruler and the ruling council are both situated in Ardoth; control of all Burdoth and its territories is centered here. The city's citadel, "Cryshell," is open to Drenn and Kesht only. Visitors from other realms are sometimes escorted through Cryshell to see its fine collections of artifacts. There are many kerning bays in Ardoth, each of which has a slightly different emphasis. People travel to Ardoth to apply for citizenship. Within Cryshell is the Hall of Drenn. Tauther applicants are escorted in an out of the citadel for the purpose of applying for tothis.

Miedrinth: A city south of Ardoth, bordering the East Trinnu Jungle Lands. Population is approximately 5000, mainly Human and Boccord. Large trade city due to the proximity to the jungle lands. People from Miedrinth are known for their habit of chewing Girrig, a sort of wild Durlig which is common throughout most of Jorune. The taste of girrig has been likened to that of musty tree bark.

Cosahmi: A small coditch growing town which rests on the northern mouth of the Shaharras Sea. Those from Cosahmi have travelled a great distance to reach Ardoth. Their desire for Tothis is usually great. People from Cosahmi are fond of their native coditch, and will often pay a high price for it when away from home. Cosahmi has a population of about 900, about an even mix between Muadra, Humans, and Boccord.

Lelligire: Located on the northern tip of the Burdothian lands, this city of fifteen thousand is a major center of ocean trade. Although Humans predominate here, there are large groups of Boccord, Muadra, and Bronth. The people of Lelligire (named after a Ramian ship captain who pillaged the local coastline), are known to be hospitable and generous. Their preoccupation with clothing makes them distinctive in any setting. Fabric from Lelligire is said to be among the best around. Those of this city will be familiar with Bronth, often speaking the language.

Child Rearing: The Klades

Children are raised in either a nuclear family setting, or in "Klades" (communal child-rearing groups). We'll assume for game play that all characters have grown up in a nuclear family, since klade children usually end up very one sided, having spent most of their time learning specific skills (like rope-making).

The following is a list of possible occupations for your parents. Try to create a believable character history. Bizarre backgrounds raise eyebrows and suspicions.

Administration	Future Reader	Patroller
Archer	Garbage collector	Rouge
Armor Smith	Gardener	Rug Maker
Artist	Grave Diggers	Sailor
Beasters	Groomer	Scavengers
Builder	Guard	Sells Food
Butcher	Guide	Servant
Caji	Harvester	Singer
Caji Houser	Herbalist	Slaver
Carpenter	Hunter	Soldier
Clerical	Iscin	Tanner
Cook	Jeweler	Tapestry
Courier	Loomer	Teacher
Crystal miners	Makes Oils	Trader
Daijic	Makes Perfume	Trainer
Dancer	Makes Shoes	Translator
Durlig Farmers	Makes Weapons	Transporter
Escort	Messenger	Weaver
Fisherman	Musician	Wine Maker
		Writer

Age, Height & Weight

Characters are approximately twenty years old when they start out. If the Sholari permits, players can choose to role-play older characters; however, care must be taken not to imbalance game-play. Typically, those of greater age have learned more, and are apt to have more skills. This can cause inconsistencies in beginning player characters. Although players may want to choose younger characters, tauther applicants must be at least 20, so younger characters will have some difficulty progressing socially.

The average heights were listed in the descriptions of each of the races. If you wish, you may roll a 2D6 for both of these measurements to see if you're above or below average in each. Treat high rolls as above average, low rolls as below.

Initial Purchases

The amount of money characters start with is randomly determined. The standard of value in Burdoth is the gemule. One hundred gemules is equal to a gemlink; ten gemlinks equals a gem. There are still more valuable coins. The following table gives the basics.

	ABREV		EQUIVALENT BUYING POWER
1 GEMULE	(GU)	= 20	CENTS: LATE 1980'S U.S. CURRENCY
100 GEMULES		= 1	GEMLINK
10 GEMLINKS	(GL)	= 1	GEM
10 GEMS	(GM)	= 1	GEMCLUSTER
10 GEMCLUSTERS	(GC)	= 1	GEMSTAR

To determine the number of gemlinks a character has to start with, roll 3D6. Your character needs to purchase traveling gear, weapons, and armor with this money. Travelers might not want to spend all of their money right now. There will be plenty of opportunities for spending later. Besides, staying at an inclep (an inn) is more comfortable than the cold ground. Some commonly available items are listed below.

COST OF	PRICE IN GEMULES
A drink of rusper at an inclep	3
Tip on a drink or meal	1
One handed sword	300
Two handed sword	400
Knife	20
Axe	250
Battle Axe	600
Club	40
Mace	100
Morning Star	150
Staff	50
Thikes	100
Sling	10
Spear	60
Bow	200
Long bow	350
Light cross bow	400
Heavy cross bow	650
A suit of leather armor	1 gemlink
A suit of mail armor	1 gem
A thombo with a grounding spike	5 gemlinks
5 meters of rope	20
Lantern	35
One night at a scroungy inclep	15
One night at a comfortable inclep	40
One night at a classy inclep	1 gl
Flint & steel	5
Lock & key	25
Metal chest	50
Spikes & hammer	15
Torch	4
Water skin	10

Burdothian economy is based upon a natural, geological creation, the gem. These crystalline spheres are about as wide as a fifty cent piece and are speckled with bursts of color. A single gem is the basis of currency worth in Burdoth.

Gems are not passed around as currency. Instead, gem equivalents have been created in the form of coinage. Crafted out of metal, these coins are treated exactly as gems, and are called "one gem's worth." Divided down into smaller units, tenth gems are called "gemlinks." Further down is the gemule, which has a value of one one-hundredth of a gemlink. This coin is called a "yule" in the slang of Burdoth.

Gems are controlled by Burdoth and are not to be used freely in trade. Those who have gems are expected to exchange them for "gem's worth" in Ardoth or in other large towns.

Larger currency includes the gemcluster and the gemstar, worth 10 and 100 gems respectively.

Common Items

Thombo

Thombos are riding creatures native to Jorune. Although they must be dismounted in combat situations, these creatures are sure footed, can carry heavy payloads, travel reasonably fast, and can survive in almost any climate. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent tra-vision. Passengers ride a full 7' above the ground, and have an excellent view of their surroundings. The thombo's main limitation is its skittishness. Thombos are creatures of strong instinct. They will bolt away from danger at first sign. They are a dangerous hindrance in combat situations.

Those who remain on a startled thombo will be thrown off the creature if they fail to roll lower than their Strength on 3D6.

Although not elegant, thombos provide fairly inexpensive transportation. Under extreme circumstances, they can even be eaten.

Thombos can be tethered to portable thombo stakes. Hooks from a face-ring are tied to wooden stakes driven into the ground.

Traveling by thombo, characters can cover up to 60 kilometers in a day (about 37 miles). This assumes a travel rate of about 6 or 7 kilometers (4 or 5 miles) per hour for up to 9 hours a day. Keep in mind that thombos have voracious appetites and need several hours a day to eat. Stabled in a town or city, thombos cost 10 gemules a week to feed.

Horses

Horses are the mounts of the rich.

Although not as durable as thombos, horses provide a safe platform for combat. Horses can travel about 50 kilometers (33 miles) a day. During much of this time they must be walked. These distances assume a travel rate of about 8 kilometers (or 4 miles) an hour for 6 or 7 hours a day.

Horses have not faired well on Jorune. Slight modifications to their genetics prevent them from producing many fertile offspring. In the wild the inability to compete with native Jorune life cut their numbers. It is only through the effort of humans that they survive to this day and age. Their extraordinarily high price reflects their small numbers. Even finding horses to buy is difficult.

Bochigon

Bochigon are huge creatures capable of carrying tremendous payloads.

Even larger than thombos, these creatures can carry creatures the size of bronth. A single bochigon can carry the equivalent of four thombo payloads. Although not as sure footed as thombos, bochigon are more attentive to the surface beneath them, avoiding weak structures.

They seem to possess only a rudimentary intelligence. Training these mammoths to obey the orders of their riders requires years of patience. Even then, bochigon will choose their own paths through bushes, or cross rivers at points of their own choosing. Strong-willed individuals may have trouble adjusting to the bochigon's way of doing things. Cooperation is the key to success when dealing with these creatures. Feeding them their favorite food, "kayedi" usually coaxes them into cooperating.

Bochigon have excellent instincts about their surroundings. They can often detect ambushes and traps. Speculation has it that these skills are based upon excellent Tra-sense.

Bochigon are fearless. In combat situations they react calmly, and have even been known to attack with their powerful front legs.

Bochigon are capable of covering the same distance each day as a thombo. Although they travel a little slower, they can be ridden for as many as 14 hours a day. Unlike thombos, bochigon occasionally need time to temporarily settle down. For every month of travel, bochigon need at least a solid week of rest. Without this time, they become cranky, and less responsive. A common phrase on Jorune is "Rest that bochigon before he kills you."

Talmaron

Talmarons are large, winged Jorune natives which are capable of carrying passengers (up to boccord-size) in flight. These creatures can travel up to 60 kilometers a day (about 37 miles per day). This assumes a rate of about 10 kilometers per hour for 6 hours a day. Substantial training is essential before they can be flown safely.

Although rare and expensive, talmarons are the only means by which normally impassible regions can be crossed.

Durlig

Durlig is a plant created by Earth scientists. Although it provides all the nutrients needed by humans, and grows almost any place imaginable, it isn't the tastiest of foodstuffs. Although many of the native Jorune plants are edible, most are difficult to digest, and none provide a substantial amount of the vitamins humans need. It has long been known that a healthy diet must include durlig, but its taste is somewhat of a hindrance. Properly leeched and heated with crethin leaves, durlig can acquire favorable characteristics. Unfortunately, the poor of Jorune are often unable to buy the expensive crethin leaves. Worse yet, those of squalid conditions end up eating only the wretched durlig tops, which quickly rot after harvest. Durlig spreads slowly. It is found all over Jorune because the colony planted it in so many locations before their demise. It was intended to be machine planted, and machine harvested. Unfortunately for the peoples of Jorune, such devices no longer exist. Durlig is planted by hand, and requires whole teems to dislodge a single root. Where available, thombos provide the necessary pulling power needed. Durlig harnesses can be purchased in any area involved with agriculture.

Clep

Cleps are places where things are purchased.

Inclep

An inclep is a place to stay overnight, like a tavern. Inclep always have a small "illidge" where drinks and food are served. The most common drink in the realm of Burdoth is "rusper." Similar to ale, rusper costs very little, and is extremely popular. The entrance to most incleps is through their illidge. The inclep owner will usually be busy cooking, or watching over things. Inclep prices vary considerably with quality. At a nice one, guards will stand over the entrances, sometimes even daijic are hired as additional security.

Enclep

An enclep is a healer's office. Actually, anyone who dabbles with organics, like the limilate makers, might call their offices encleps.

Mace

A mace is basically a club with spikes on the end of it. Maces are commonly 2 ½ to 3 feet long. A mace is an acceptable weapon in public, but tends to indicate a lack of subtlety.

Morning Star

A morning star is a ball with spikes on it connected by a chain to a stick. The morning star is hard to learn how to use, and is an oddity in civilized areas. A few morning stars exist here and there but for the most part, they're owned by weapon collectors.

Staff

A staff is basically a long, properly balanced stick. It responds swiftly. Staves are excellent blocking instruments.

Thikes

Perhaps the least subtle of the Jorune weapons, thikes are gauntlet-like devices worn on the hands. Spikes jut from the fists. Treat thikes as fists when it comes to attacking, and as knives when it comes to inflicting injury to an opponent.

Sling

Slings are inexpensive, simple weapons which rely more upon skill than strength. The small projectiles thrown by slings can bring down large creatures with a hit to the head.

Spear

Spears are more commonly associated with hunters than with tauther. Although used by the peoples of Drail, spears are uncommon in Burdoth for combat purposes.

Bow

The bow is the most straight-forward launched weapon on Jorune. Injuries from arrows are usually severe. It's easy to underestimate the effect of these launched weapons. Bows are such common weapons that they carry no social stigma. They are commonly carried unstrung (stringing a bow takes about 10 seconds). Bows can be fired once per round by characters of combat skill level 2 or above with bows.

Long Bow

The long bow is enormous, usually standing taller than its user. The damage long bows can cause is phenomenal. They pierce most armors, generally killing whatever they hit. Longbows are usually left on thombos when traveling through a town; they're too big to carry around. Long bows can be fired once per round by characters of bow combat skill level 2 or above.

Cross Bow

The cross bow is a refinement on the bow which uses metal bolts instead of arrows as projectiles. Although easy to use, and accurate at close ranges, the accuracy of cross bows diminishes rapidly with range. Cross bows take about 6 seconds to reload and bring back to the ready position. This translates to 3 rounds of game time to prepare and fire a crossbow.

One-Handed Sword

This is the most standard weapon carried in Burdoth. Although other, more violent weapons exist, the one-handed sword is acceptable as everyday dress weaponry. Although good metals are scarce on Jorune, the metallurgy is very advanced. Humans brought smithing knowledge from Earth that would probably never have developed naturally. A good sword will keep its edge a long time, requiring only minor maintenance. One-handed swords usually average 3 ½ to 4 feet long for creatures of human size.

Two-Handed Sword

A little longer and heavier, this sword requires two hands to properly wield it (or lift it for that matter). Two-handed swords are usually reserved for specific combat, and not for walking down the streets. Punks would never be permitted to carry such weapons. It is considered inappropriate for Tauther to use two-handed swords.

Knife

A good fighting knife usually has a blade about 8" long. Although it is difficult to get in an attack with a knife against an opponent using a longer weapon, knife wounds can be just as deadly.

Axe

Axes are approximately four feet long. They are frighteningly aggressive weapons, and are uncommon. Although effective weapons, they are not as elegant as swords.

Battle-Axe

This double bladed weapon requires a two hand hold, and is one of the most powerful hand-to-hand weapons around. The wise will these axes only in time of specific combat. They are superb when fighting mounds of creepy-crawlies, but carry a sword when strolling through towns.

Club

Basically, anything long and heavy is considered a club. You can purchase real clubs which are made out of heavy wood. Although we use the same combat rules for all clubs, regardless of their origins, think how nice it would be to own a beautiful, hand crafted basher.

Water Skin

A water skin is needed if characters plan to travel through hot, arid regions. Although water is usually available day-to-day, *better safe than sorry.*

THIVEN SWORD

CHAPTER 6
COMBAT

Combat represents some of the most concentrated action and crucial decision making in the Jorune gaming system. Tactical decisions must be made rapidly and effectively, and the outcome of these decisions can have an enormous impact on the future of a player character.

The simulation of combat is broken down into small intervals of game time called "rounds." A round is a period in which players attempt individual attacks or defense maneuvers, such as sword swings and parries. Actions like walking, talking, climbing, and running continue from round to round, but actions like swinging a sword, ducking, jumping, or blocking always happen within a round. One combat round represents about two seconds of game time, but rounds take longer to be completed by the players and the referee.

For players, the combat round consists of a series of decisions and die rolls. The success or failure of a specific maneuver is determined by the die rolls, but winning or losing in combat usually has more to do with the decisions of the player, and the type of strategies he chooses (and, of course, his opponent!).

There are three stages to each combat round:
(1) The players roll for the initiative, or advantage.
(2) The players roll for success on their attack and defense tactics.
(3) If a combatant is hit, the players determine how badly he is injured.

The first roll uses a D20, and is called the "advantage" roll. It represents tactical position: things like a combatant's footing, whether he is in a good position to make a sword swing, or whether he is off balance. The higher your roll, the better your position.

Depending on a player's advantage roll, he may be able to attack or defend. The attack and defense rolls are the second stage in a round. There are several types of attacks and defensive tactics available to each combatant. Each tactic will have a different probability to succeed, and success is determined also by a D20 roll.

Finally, if a player succeeds in an attack, and the defender fails in his defense, then the defender may be injured or wounded. If the defender is wearing armor then a 2D6 roll is made to determine whether the armor will stop the blow. In any case, armor may reduce the level of injury. The extent of injury is determined by a 2D6 roll, and takes into account the type of weapon, the strength of the attacker, and the size of the defender.

There are many possibilities for injury, all of which are unpleasant to talk about. This system attempts to describe and take into account the effects of injury without being too graphic. An injury can occur to a general region of the body, such as an arm or leg, and the severity of the injury is also indicated. We do not however, attempt to describe how it looks or how it feels. Use your imagination. And use good sense in avoiding injury so your character may live happily on Jorune for many years.

Advantage

When two characters move into weapon range of each other, they may engage in hand-to-hand combat. For two players engaged in hand-to-hand combat, play proceeds as follows:

Both players make their advantage roll. If both players roll the same on a D20, then roll a D6 to break the tie. Depending on their advantage rolls, each player may have several options available. These options are represented on the following table:

Advantage Roll	
1 - 5	No attack or defense possible.
6 - 10	Defensive tactics, such as a dodge or a block, are possible. Player cannot attack.
11 - 15	Player may either defend or use an attack such as a sword swing or lunge.
16 - 19	Player may attack and defend in the same round.
20	Player may attack and defend in the same round with a special bonus: all attack and defense rolls become 5 points easier.

Depending on the advantage rolls, several situations are possible. If both players roll 10 or less, then neither one may attack. The round counts as rest for both combatants, and both players immediately re-roll their advantage. This happens about 25% of the time.

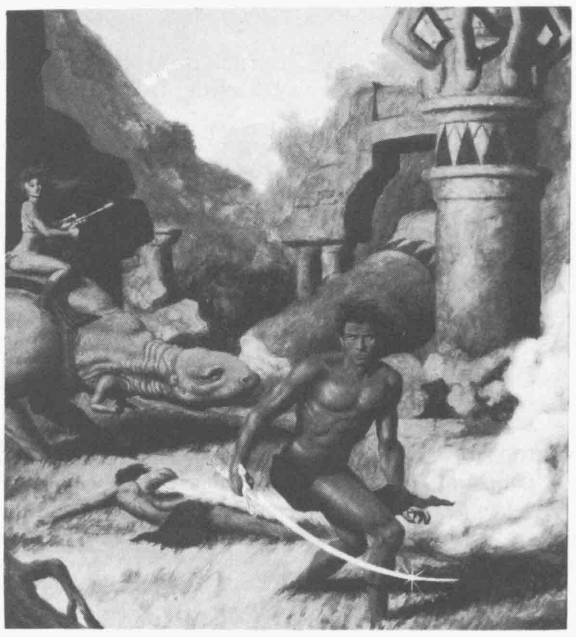
The typical situation is that at least one player is able to attack. Then the other player may be forced into defending but may be able to attack later in that round.

The player with the highest advantage roll is allowed to act first. If his advantage roll is 11 or higher, then he may attack. If his advantage is 16 or higher then he can both attack and defend in the same round. If his advantage roll is 20, then he will receive a special bonus when attacking and defending: he gets to add 5 to his die roll for success. He may also ask what his opponent with the lower advantage is doing, since this may affect his strategy. His opponent must answer, but need not be specific: "I'm attacking" or "I'm defending" is enough.

If the player with high advantage decides to attack, then the player with the lower advantage must choose a response. If his advantage is 6 or greater, then he may use a defensive tactic, such as a dodge or block. If his advantage is between 11 and 15, then he may choose not to defend, but to attack later in that same round. The drawback to this strategy is that if he is hit or injured first, he may lose the opportunity to attack. When the defender has an advantage of 16 or greater, then he may defend against his opponent's attack and, assuming his defense is successful, attack his opponent immediately afterwards in the same combat round. If his advantage roll is 20, then he receives a special bonus on all attack and defense.

Occasionally the player with the high advantage may choose not to attack. This may happen when both he and his opponent have advantage rolls between 11 and 15, and his opponent has chosen to attack, regardless of the first player's strategy. The player with the high advantage must then decide whether he should attack his opponent first, or wait and defend against his opponent's attack. A player with an advantage of 16 or greater will nearly always choose to attack, since he can also defend later in the same round.

Sections marked in grey are optional. Skip over them the first time you read through.



Advantage Modifiers

Some players, because of high skill levels or injury, will have bonuses and penalties to their advantage roll. Also, some physical circumstances, such as having surprised an opponent, or having fallen, have associated bonuses and penalties. These should be taken into account when using the above table. After taking bonuses into account, an advantage of greater than 20 should count as a 20 on the table. A roll of 20 on the die always counts as a 20, regardless of penalties.

Bonuses and penalties are sometimes referred to as "plus" and "minus" to advantage. For instance, a bonus of 1 to the advantage roll might be written "+1 to advantage," or a penalty of 2 could be written "–2 to advantage."

Bonuses to advantage due to skill level are listed in the skills section of the players character sheet. Players may have additional bonuses to advantage due to exceptionally high speed or agility. Penalties to advantage that are due to injury are explained below in the injury section. Penalties to advantage that are due to physical circumstances are described in the list below:

Defender is surprised:	+5 to attackers advantage
Defender is unprepared:	–5 to defender
Defender has fallen, Is on the ground:	+5 to attacker –5 to defender
Attacker is charging At full speed:	+5 to attacker
Defender is flanked:	+5 to attacker
Attacker is behind Defender:	+10 to attacker
Attacker is above Defender:	+5 to attacker
Combatants have poor Footing or mobility:	–5 to affected combatants
Low visibility: (dark)	–5 to all combatants

Hand-to-hand combat is very different from swinging at a stationary target like a tree. Swinging at something that doesn't move, you would hit almost every time. In combat, though, it is always assumed that your opponent is doing his best not to be hit—even if he is at a severe disadvantage or has fallen down. In combat one often has to wait for an opening or some opportunity to get in a good attack. This type of opportunity is represented by a high advantage roll—a roll of 11 or better. When you are being attacked, you will have to be prepared in order to parry or really effectively dodge an opponent's blow—this is represented by an advantage roll of 6 or better. Even if your advantage is less than six, you still may avoid being hit, if the attack is not good.

Since advantage rolls always come first, and determine what options a player has, they are often the most important rolls in combat. As such, even a small bonus or penalty to advantage can have an enormous effect on the outcome of a combat.

Attack and Defense

Your base chance to succeed in an attack is determined by your skill level with the weapon you are using. If, for instance, you are using a sword at combat skill level 2, a roll of 11 or better would be a "good" attack. If an attack is good, that is, your roll is successful, then you will hit your opponent unless he succeeds in his defense roll. If your opponent cannot defend, then a good attack always hits.

Similarly, your base chance to defend is also determined by your skill level with the weapon you are using. For instance, if you are using an axe at combat skill level 1, you would need a 16 or better to successfully defend. A weapon that is good for blocking or parrying blows, such as a sword, is better for defense. At skill level 2 you would need an 11 or better to defend. Note that the defense roll depends on the weapon the *defender* is using, not on the attacker's weapon.

The following table from the skills section of your character sheet is given as an example of some typical rolls needed for attack and defense.

		SKILL LEVEL										
✓ # WEAPON		0	1	2	3	4	5	6	7	8	9	10
Difficulty		0	0	0	1	1	1	2	2	3	3	3
Advantage		-1	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5
Sword	ATT	15	13	11	10	9	8	7	6	5	4	3
	DEF	15	13	11	10	9	8	7	6	5	4	3
2-h sword	ATT	16	14	12	11	10	9	8	7	6	5	4
	DEF	16	14	12	11	10	9	8	7	6	5	4
Knife	ATT	15	13	11	10	9	8	7	6	5	4	3
	DEF	17	15	13	12	11	10	9	8	7	6	5
Axe	ATT	16	15	13	12	11	10	9	8	7	6	5
	ATT	17	16	14	13	12	11	10	9	8	7	6
Battleaxe	ATT	17	16	14	13	12	11	10	9	8	7	6
	DEF	18	16	15	14	13	12	11	10	9	8	7
Club	ATT	16	15	13	12	11	10	9	8	7	6	5
	DEF	16	15	13	12	11	10	9	8	7	6	5
Staff	ATT	15	13	11	10	9	8	7	6	5	4	3
	DEF	15	13	11	10	9	8	7	6	5	4	3
Mace	ATT	16	15	13	12	11	10	9	8	7	6	5
	DEF	17	16	14	13	12	11	10	9	8	7	6
Morn-star	ATT	19	15	8	7	6	5	4	3	2	2	2
	DEF	19	18	17	16	15	14	13	12	11	10	9
Thikes	ATT	16	14	10	9	8	7	6	5	4	3	2
	DEF	17	15	13	12	11	10	9	8	7	6	5

Where You Hit

In the basic swing against an opponent it is assumed that an attacker will take any opportunity that presents itself. If the attack is successful, the attacking player should roll 2D6 to determine what location he hit. Use the following table.

2D6 Roll	Location
2 - 3	Legs
4 - 9	Body
10 - 11	Arms
12	Head

Special Attacks

An attacker may aim specifically for an arm, leg, or the head. He may also choose a more elaborate attack, such as a thrust, lunge, or overhead swing. All of these attacks are considered more difficult than the basic swing, so a penalty is associated with each attack type. Subtract the penalty from the attacker's roll to hit. When making specific attacks, do not roll for random location.

The following table lists the penalties to the attacker for all special attack types. A dash indicates that the attack is not allowed because it doesn't make sense: such as a lunge to the arm, or an overhead swing to the leg. Regardless of penalties to the roll to hit, a 20 always counts as a good attack.

Special Attack Types:
Penalty to Attacker

	Body	Head	Arm	Leg
Swing	0	7	6	6
Thrust	3	10	12	8
Lunge	6	12	11	15
Overhead	6	9	9	12

Note that many of these attacks are very difficult: a combatant might not be able to attempt these unless he is at a very high skill level, or has a bonus due to a high advantage roll.

An attack to a specific location may sometimes be a good strategy to use if you wish to stop an opponent without killing him; a blow to the arm may disarm an opponent and a blow to the leg may cause him to fall. Even a light blow to the head can sometimes cause unconsciousness. The effects of wounds are specified below, in the section on injury.

The thrust, lunge, and overhead swing are more difficult than a simple swing, but are powerful attacks that are more likely to penetrate armor and injure an opponent.

Thrust

The thrust is a forward stab with a sword, and is more likely to penetrate armor than a swing. Add 1 to your roll for armor penetration when you use a thrust. Keep in mind that for pole arms, such as a spear or pike, the thrust is the basic attack, and a swing will not accomplish much at all.

Lunge

A combatant puts his whole body into a lunge. If a combatant is successful with this powerful attack, he can add 2 to his roll for armor penetration, and add 1 to his roll to injure an opponent. The lunge is an all out attack that sacrifices defensive posture. A combatant may not defend in the same round with a lunge, and must subtract 5 from his advantage roll the following round.

Overhead Swing

This is another powerful attack. Although it is not as likely to penetrate armor as is a lunge, it has the potential to do even more damage. If successful, add 1 to the roll to penetrate armor and add 2 to the roll to injure. As with the lunge, a combatant cannot defend in the same round, and must subtract 5 from his next advantage roll.

The following table summarizes the effects of the different attack types:

Bonuses for special attack types

Attack Type	Bonus on Roll For Armor Penetration	Bonus on Roll to Injure
Swing	0	0
Thrust	1	0
Lunge	2	1
Overhead	1	2

Advanced Strategies

The following are attack strategies which may be useful for characters of high combat skill. Characters must be combat skill level 3 with at least one weapon before such strategies can be employed.

Feints

Skilled swordsmen can attempt to deceive an opponent as to the direction and intent of their attack. This makes it difficult to successfully defend, but also increases the difficulty of the attack. This strategy is usually employed when both combatants are highly skilled, and are near perfect at standard defense.

A player must declare his intention to use a feint before rolling for success on his attack. The penalty to the attacker roll for success is 5 points, but there is also a penalty to the defender roll of 4 points. Thus, if an attacker needed a 5 or higher to hit, and the defender needed an 3 or higher to parry, a feint would bring this to an 10 or higher for the attacker, and a 7 or higher for the defender. In this case, the feint almost doubles the chance of a blow connecting.

Precise Attacks

Precise attacks are subtle attacks intended to penetrate armor and kill opponents. Although difficult to make, if such an attack succeeds, the roll to penetrate armor and the roll for injury are both increased by 3. Such attacks carry a penalty of 10 to the attackers roll for success. This makes them almost impossible for all but the most powerful warriors.

Precise attacks can be combined with any of the other hand-to-hand strategies. For example, a "precise" lunge to the body would penalize the attacker by 10 points on the roll to hit (10 for precise, 3 for a lunge, $10+3=13$). If the hit is good, and the defender is unable to offer a successful defense, the 2D6 for armor penetration would be rolled and 4 would be added to it (3 for precise, 1 for lunge). If armor was penetrated, 2D6 would be rolled for the resulting wound. Five would be added to this roll (3 for precise, 2 for lunge).

Defensive Tactics

The basic defense is referred to as a dodge-block. It is assumed that a combatant is always trying to keep from getting hit, but when he is able to use a dodge-block it means that he sees his opponent's attack and is able to make specific moves to avoid it, such as parrying a sword or ducking.

A combatant must be able to back up when being attacked. If he cannot or will not retreat 1 or 2 meters, then his opponent gets a bonus of 5 points on his roll to hit. This may affect combat when a combatant is cornered, or at the edge of a cliff.

The Evade

The evade is an all-out attempt to avoid getting hit. It is a very effective defense for that round, but an evade sacrifices tactical position: a combatant can never attack in the same round with an evade, and must subtract 5 from his advantage roll the following round. An evade often involves diving one direction or another, and may take a combatant out of combat range. If a combatant chooses to jump out of range on an evade, then it will take one extra round for the players to re-engage in combat. This may give a combatant time to stand up, or run away. Additionally, there is a chance that a combatant may fall on an evade. The following table from the combat skills section illustrates the rolls for success at various skill levels for the evade. The first number at each skill level is the number required on the D20 to evade successfully. The number directly below is the number at which the defender falls during an evade. Even if the combatant falls, he avoids getting hit.

Using a Shield

The number needed for a shield to block an attack is the same as "defending with no weapon" **–2**. Shields can be used with Advantage rolls of 1 through 5. Shields penalize a character's advantage by 1 point due to their bulk. Shields cost 500 gemules and have an availability listing of uncommon.

Armor Penetration

If a blow connects, and the defender is wearing armor, then the attacker rolls 2D6 to determine whether he penetrates armor. The Size Modifier and Strength of the attacker will modify this roll.

To the 2D6 die roll for armor penetration, add the attacker's Attack Bonus and any *special attack* bonus. We list below the Size Modifiers of various races:

Race:	Size Modifier
Muadra	–1
Human	+0
Crugar	+0
Woffen	+0
Boccord	+1
Bronth	+2

In our description of Strength, we defined a player's Attack Bonus as his Size Modifier plus his Strength Bonus. The Size Modifiers we have just listed. Below we list the possible Strength bonuses:

Strength:	Strength Bonus
3 - 7	–1
8 - 16	+0
17 - up	+1

Use the table below to determine whether a blow from a particular weapon penetrates armor. If an attacker's modified 2D6 roll is equal to or greater than the number on the table, then the blow will injure his opponent. The Attack Bonus is added to the roll. Special attack bonuses are added to the roll.

	Sword 2-Sword Knife	Axe B-axe Halberd	Club Mace Staff Rock Sling	Spear Pike M-Star Thikes Teeth	L-bow X-bow	Bow	Fist Kick
Leather	7	6	6	7	5	6	8
Mail	8	7	6	7	5	6	9
Carapace	9	7	6	7	6	7	10
Grunder	9	8	7	8	6	8	9
Bed	9	9	9	8	7	9	10
Thail	10	9	9	9	8	10	10

2-Sword—Two handed sword
M-Star—Morning Star
X-Bow—Cross Bow
B-Axe—Battle Axe
L-Bow—Long Bow

Even when armor is penetrated, the armor may reduce the level of injury. *Always subtract 1 from the roll to injure when a defender is armored.* Heat and cold damage (such as blasters, dyshas, etc.) always penetrate armor, but still subtract one point from the injury roll.

Wearing Armor

Armor only protects where it is worn. For armor, we divide the body into the same locations as for the special attacks: the body, the head, arms, and legs.

Body armor usually consists of protective padding or plates covering most of the body; from the shoulders to the mid-thigh. This armor can stop most attacks to the body, but does not affect attacks to the arms, legs, or head.

Most armor on Jorune has a very practical design, often consisting of overlapping pads designed to deflect blows but allow freedom of movement. Light armor of this variety will not seriously affect speed in combat, but heavy armor carries an advantage penalty of 1.

An example of light armor is leather armor: large, overlapping pads of cured and lacquered leather. The pads move freely and can absorb shock and deflect blows. Leather armor is sometimes finely tooled. It requires maintenance and cleaning and can be very expensive.

Mail armor is similar to leather armor, but with many strips of somewhat flexible metal woven and linked into the pads. It can allow the same freedom of movement that leather does, but its weight carries an advantage penalty of 1. Mail armor is very expensive and requires a lot of maintenance.

Head armoring may consist of a leather, mail, or metal helm. Full face helmets are not used on Jorune. Head armoring can stop swings and blows to the head, but does not affect jabs towards the face, such as thrusts and lunges.

Arm and leg armoring consists of padding and protection such as grieves, heavy boots, and heavy gauntlets. It can stop attacks to the arms and legs, but inhibits movement, and carries a penalty of 1 to advantage.

Advantage penalties associated with armor

Heavy Armor: –1 to encumbered combatant
(Mail, Grunder, Thailierian)

Armor
covering: –1 to combatant
arms, legs, or both covered:

Injury and Wounds

When a character is hit in combat, he may be injured or wounded. We classify injury according to body location and severity. For each area of the body, there are five levels of injury or wounds:

(1) Superficial wounds. These hurt and will slow down a combatant. Bruises and cuts are examples of superficial wounds.

(2) Minor wounds. These wounds are serious enough to impair movement and really slow down combatants. Really hard knocks and deep cuts are examples of minor wounds.

(3) Major wounds. These wounds can severely disable a combatant. Fractures, deep gashes or puncture wounds are examples of major wounds.

(4) Critical wounds. A person with a critical wound is in critical condition, will be completely immobile, and will die without prompt medical attention.

(5) Death/Sever. This would indicate that the body or a limb has been completely destroyed, with no chance of recovery. Examples in this category would be an arrow through the heart, or a severed arm.

Roll for Injury

When a blow connects in combat, the attacking player rolls 2D6 to determine the level of injury. The severity of injury will depend on the attackers weapon, and will be modified by the size and strength of the attacker and the size of the defender. Bonuses can bring this roll above 12. If a penalty brings the roll below 2, then the attack had no effect.

Use the table below to determine the severity of wounds according to weapon type.

	SWORD	TWO HAND SWORD	KNIFE	AXE	BATTLE AXE	CLUB	STAFF	MACE	
2	SUP	SUP	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	↓	↓	↓	↓	↓	3
4	↓	↓	↓	↓	MINOR	↓	↓	↓	4
5	↓	MINOR	↓	MINOR	↓	↓	↓	↓	5
6	MINOR	↓	MINOR	↓	MAJOR	↓	↓	↓	6
7	↓	MAJOR	↓	↓	↓	MINOR	↓	MINOR	7
8	MAJOR	↓	MAJOR	MAJOR	↓	↓	MINOR	↓	8
9	↓	↓	↓	↓	CRIT	↓	↓	MAJOR	9
10	CRIT	CRIT	CRIT	CRIT	↓	MAJOR	↓	↓	10
11	↓	↓	↓	↓	DEATH	↓	MAJOR	CRIT	11
12	DEATH	DEATH	DEATH	DEATH		CRIT	↓	↓	12
13						↓	CRIT	DEATH	13
14						DEATH	↓		14
15							DEATH		15

	MORNING STAR	THIKES	SPEAR	PIKE	HALBERD	PUNCH	KICK	BITE	
2	SUP	SUP	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	↓	↓	↓	↓	↓	3
4	↓	↓	↓	↓	MINOR	↓	↓	↓	4
5	↓	↓	↓	↓	↓	↓	↓	↓	5
6	↓	MINOR	MINOR	MINOR	MAJOR	↓	↓	↓	6
7	MINOR	↓	↓	↓	↓	↓	↓	MINOR	7
8	↓	MAJOR	MAJOR	MAJOR	↓	↓	MINOR	↓	8
9	↓	↓	↓	↓	CRIT	MINOR	↓	MAJOR	9
10	↓	CRIT	CRIT	CRIT	↓	↓	↓	↓	10
11	MAJOR	↓	↓	↓	DEATH	↓	MAJOR	↓	11
12	↓	DEATH	DEATH	DEATH		MAJOR	↓	CRIT	12
13	↓					↓	CRIT	↓	13
14	CRIT					CRIT	↓	DEATH	14
15	DEATH					DEATH	DEATH		15

Wolves are considered normal on this bite table.
Humans are -2 on their roll to bite.

To the 2D6 die roll for injury, add the attacker's Attack Bonus, and subtract the defender's size number. We list below the Size Modifiers of various races:

Race:	Size Modifier
Muadra	–1
Human	+0
Crugar	+0
Woffen	+0
Boccord	+1
Bronth	+2

There can be several modifiers to the roll to injure. As with armor penetration, there are modifiers for the defender's size and strength. Additionally, the defender's size modifier should be subtracted from the roll to take into account his larger size and resistance to injury. If the modified roll is less than 2 or greater than 12 then it becomes a 2 or a 12.

The Effects of Wounds

	Arm	Leg	Body	Head
Superficial	–1 to advantage until rested.	Defender may fall if running. Roll 3D6 lower than Agility not to fall. –1 to advantage until rested.	–1 to advantage until rested.	Defender may fall unconscious. Roll D6 for knock out. 6 will be knock out. Add 1 to roll for club, fist, etc. Add 1 if stamina less than ½. Unconsciousness lasts D20 seconds. -1 to advantage until rested.
Minor	Defender may drop what he is holding. Roll lower that strength on 3D6 to hold on. -2 to advantage until treated.	Defender falls. -2 to advantage until treated.	No attack this round. -5 to advantage next round. -2 to advantage until treated.	Defender may fall unconscious. Roll D6 for knock out. 3 thru 6 will be K.O. Add 2 to roll for club, fist, etc. Add 1 if stamina less than ½. Unconsciousness lasts D20 minutes. -2 to advantage until treated.
Major	Defender will drop what he is holding. Defender cannot use arm until healed. -4 to advantage until treated.	Defender falls. Cannot get up. Cannot use leg until healed. -4 to advantage until treated.	Defender falls. Roll a D6 every round afterwards. On a roll of 1 the defender falls again. -4 to advantage until treated.	Defender is unconscious for D20 hours. -4 to advantage until treated.
Critical	Defender cannot use arm for a long time. Also counts as a major wound to the body.	Defender falls. Cannot use leg for a long time. Also counts as a major wound to the body.	Defender falls. Will go unconscious soon. Will die in a few minutes.	Coma for D20 days.
Sever or Death	Arm destroyed or severed. Also counts as critical wound to the body.	Leg destroyed or severed. Also counts as critical wound to the body.	Death.	Death.

Pulling a Swing

It is always possible to "pull" a swing to reduce potential injury. The attacker should tell the referee what is the maximum injury he will inflict: sup, minor, major. A roll of 12 will move even a pulled swing into the next highest category.

There are some situations where a player character could get in a lot of trouble for killing someone. In these situations it may be a good idea to pull one's swings.

Falling Down

When a defender falls to the ground it may be difficult for him to get up. The defender will have an advantage penalty of 5, the attacker will have a bonus of 5. Being on the ground means that a combatant is not fully standing, but if his advantage roll is high enough, he may still attempt some attack and defense maneuvers. Attacks such as lunges, swings to the head, and overhead swings are not possible from the ground. A swing to the leg or body, however, might be feasible.

If a combatant attempts to stand back up while being attacked, his opponent receives a bonus of 5 on the roll to hit. While attempting to stand, no attack or defense maneuvers may be attempted. It is often better for a combatant to wait until his opponent rolls a low advantage that allows him to stand up without fear of being attacked. This will not happen very often though, because of his opponent's advantage bonus.

Cumulative Effects of Wounds

Wounds have a cumulative effect on advantage. A person with both a minor and superficial wound would have a net advantage penalty of 3. Bludgeon attacks such as clubs and fists have a high shock value. Double the advantage penalty due to wounds from bludgeon type blows.

Wounds also have a cumulative effect on *stamina*. Stamina is a number that is normally equal to a character's Constitution. When a combatant is wounded and has advantage penalties due to wounds, his stamina is lowered by a number equal to twice his total advantage penalty due to wounds. When a combatant's Stamina reaches zero, he falls to the ground and cannot get up. He will lose consciousness unless he can roll lower than or equal to his Constitution on a 3D6 roll. If a combatant has lost stamina points equal to twice his Constitution, he dies from shock.

Creatures who have taken serious wounds will generally die if left alone. On the other hand, opponents who are out on the ground with major and critical wounds are not *yet* dead. It is usually a simple matter to walk over and kill them if you really want to. This is not an attack. It is an execution.

The Force of Blows

Even if a blow does not penetrate armor, the force of a blow may knock a combatant off balance. Roll for injury even if there is no penetration. Taking into account all modifiers, including the -1 for armor, if the defender would have suffered a minor wound, then he will be -5 to advantage next round, but with no lasting injury. If the injury would have been a major or worse, then the defender will fall (for a hit to the body, leg, or head) or drop his weapon (for a hit to the arm), but will suffer no lasting injury.

Example I

A town was burning on the Temantro border, and crugar raiders were scouring the countryside. . .

Healfdene was wounded — not badly, but it was slowing him down on his left side, and the crugar was taking advantage of that. His dead mare lay nearby in the dust. Two crugar traded their lives for that mount, he thought. The third was now facing him—a single-minded devotee to crugar vengeance. They were circling slowly—Healfdene knew what he was up against, while he was losing blood, the crugar bided his time for the attack. . .

A tough situation for Healfdene, but typical of hand-to-hand combat on Jorune. We're jumping into the middle of a combat situation here. Healfdene has vanquished two crugar opponents, but has taken a minor wound to the body in the process. He now faces the third. Healfdene is a veteran—a boccord at combat skill level 6. He is using a sword and is wearing leather armor. His opponent is a crugar—brave and agile, but less experienced than Healfdene: combat skill level 2, but with a natural +1 to advantage because of his agility. The crugar is also using a sword but is unarmored.

ROUND 1

Both combatants roll advantage. Healfdene has a bonus of 2 because of his skill, but the minor wound gives him a penalty of 2, giving him no net advantage bonus. The crugar has an advantage bonus of 1 for his agility. The player for Healfdene rolls a 12. The referee rolls a 5, adjusted up to 6, for the crugar.

Healfdene's advantage allows him to go in for the attack. He chooses a straight swing to the body. With his sword, he needs a 7 to succeed (combat skill level 6). He rolls 14, a good swing. The crugar's advantage roll allows him to roll for defense, he is also using a sword, and needs an 11 to succeed. The crugar rolls a 13, parrying the blow.

ROUND 2

Healfdene's advantage roll is 7. The crugar's advantage roll is 8, adjusted up to 9. Neither can attack this round—they continue to circle.

ROUND 3

For advantage, Healfdene rolls a 9. The crugar's advantage roll is 19. With a bonus of 1, this moves up to 20—the crugar will have a bonus of 5 on his roll to hit. The crugar is out-sized, and will need a powerful attack to stop Healfdene: he chooses an overhead swing to the body. This strategy gives him a penalty of 6. The crugar's basic to hit is a an 11: with a bonus of 5, and a penalty of 6, he needs a 12 to hit. The crugar's roll is a 13, a good swing. Healfdene can defend: his basic for defense is a 7; he rolls a 10, blocking the swing.

ROUND 4

Healfdene's advantage roll is a 15, good for attack. The crugar's roll is a 7. The crugar has a bonus of 1, but because of his overhead swing last round, a penalty of 5: this brings his advantage down to 3—he cannot defend against Healfdene's attack. Healfdene goes for another swing to body. He needs a 7, and rolls a 9, a good connect! The crugar is unarmored. Healfdene rolls for injury with 2D6: he rolls a 5, but adds 1 because of his size, this inflicts a minor wound to the body for the crugar, who is approximately human-sized. The crugar now has a penalty of 2 to his advantage. He will have an additional penalty of 5 to his advantage next round due to the force of the blow.

ROUND 5

The crugar's advantage penalties add up to 7 for this round, but he rolls a 20, which counts as a 20 in any case. This gives him a bonus of 5 to attack. Healfdene's advantage roll is a 14, good for attack, but he thinks it's a better idea to defend against the crugar's onslaught this round.

The crugar's attack is a lunge to the body. This has a penalty of 6. His advantage at 20 gives him a bonus of 5, so he needs a 12 to hit. He rolls an 18, a good attack. Healfdene attempts to parry the lunge. He needs a 7, but rolls a 3; the crugar connects! Healfdene is wearing leather armor, so a roll must now be made to determine armor penetration. The crugar's lunge gives him a bonus of 2 on this roll, so he needs only a 5 to penetrate. The crugar's roll is an 8, penetrating the armor. Now a roll is made to determine injury. The crugar's roll is a five; he adds 1 for the lunge, but subtracts 1 for Healfdene's size. Subtracting one more for his armor, this becomes a 4. This is only a superficial wound—it won't stop Healfdene.

ROUND 6

Healfdene's advantage roll is a 17. The superficial brings this down to a 16—still an attack advantage. The crugar's roll is 13, but he has a penalty of 2 for the minor wound, and a penalty of 5 because of his lunge last round, bringing it down to a 6.

Healfdene takes another swing. He needs a 7, and rolls an 11 for a good attack. The crugar tries to block; he needs an 11 for success, but his roll is a 9. Healfdene's blow connects. Healfdene rolls an 8 for injury. Adding 1 because of his size, this becomes a 9—a major wound for the crugar. The crugar falls to the ground.

Badly wounded, the crugar doesn't try to get up. Having seen enough carnage for one day, and still bleeding heavily himself, Healfdene walks towards his dead mare. . .

Range Combat

Range combat is not unlike hand-to-hand combat. The advantage system remains unchanged, but with a few additions. The roll to hit depends upon the distance to the target, the attacker's "range" skill level, and upon the weapon used.

Types of Range Attacks

There are two different types of range attacks: thrown and launched. Thrown weapons are like spears, knives and rocks. Launched weapons include bows, orbs and bolts, and energy weapons.

Range combat is a little different from hand-to-hand combat. Here are the basic changes:

(1) The minimum advantage needed to attack in range combat is a 6.
(2) The numbers needed "to hit" on a D20 are on a table of weapon versus range.
(3) Characters have a skill level associated with each type of range weapon: thrown and launched.
(4) The roll to hit is modified by numbers on the "skill at weapon" table.
(5) There are different penalties for aiming at the various body locations.

Advantage in Range Combat

Unlike the requirement in hand-to-hand combat, characters need only a 6 or higher to attack with a range weapon. Advantages lower than 6 indicate poor alignment with a target. As before, the bonus of 5 still exists for characters who manage a 20 advantage, and a "natural" roll of 20 is treated as a 20, even if there are penalties to advantage. The following table displays a combatant's options based upon an advantage roll.

Advantage Rolls for Range Combat

Advantage Roll	
1 - 5	No defense possible. Attacks at −5 to hit if first round of aiming.
6 - 19	Player may launch an attack. Evades are possible.
20	Player may launch an attack or attempt to evade, either with a special bonus of 5. Attacks rolls and defense rolls each become 5 easier.

The Range Evade

The evade is the only defense maneuver available to those defending against range attacks. For the chances of success against thrown weapons, use the number listed for "Defend with no weapon" on your character sheet. There is a penalty of 5 when defending against bows, cross bows, and dyshas, and a penalty of 10 for energy weapons. Characters fall on even rolls.

Roll to Hit

The following table lists the numbers needed on the attacker's roll for success (using a D20). Roll equal to or greater than the number shown for a good attack. Reduce the number you need by your skill level modifier (described below). Also add the Size Modifier of the defender.

Three numbers, to describe stationary, moving, and running targets at each range with each weapon.

Stationary, Moving, Running

	METERS				
Weapon	2-5	5-10	10-20	20-35	35-50
T-Knife	2,4,6	5,8,12	12,15,18	18,24,30	
Spear	2,4,6	5,7,10	9,11,14	13,18,20	18,25,30
Sling	2,4,6	4,6,9	13,16,20	20,26,-	
Bola	2,4,6	4,6,9	11,13,16	16,22,26	22,27,38
Rock	2,4,6	4,6,9	11,14,17	17,23,28	24,30,40

	METERS					
Weapon	0-3	3-10	10-25	25-50	50-100	100-200
Bow	2,4,6	3,5,7	5,7,10	9,11,15	15,19,24	22,28,32
Long bow	3,5,7	3,5,7	5,7,10	9,11,15	14,18,23	20,26,30
Cross bow	2,4,6	3,4,6	4,6,10	8,10,14	14,18,23	22,28,32
Dyshas	2,3,5	3,4,7	4,6,12	8,11,15	15,19,24	21,27,31
Pistols	2,3,5	3,4,7	4,6,10	8,10,14	13,17,22	18,24,28
Rifles	2,3,5	3,4,7	4,6,10	7,9,13	10,13,18	14,18,23

	METERS			Maximum	
Weapon	200-500	500-1000	1000-2000	Range	Pistol,Rifle
Bow	28,34,40	-	-	Blaster	150,1200
Long bow	24,30,36	-	-	Laser	750,2000
Cross bow	29,36,42	-	-	Field Ram	150,800
Dyshas	27,34,40	-	-	Stunner	75,400
Pistols	23,30,37	30,37,45	-	Pulsar	75,400
Rifles	18,24,30	24,32,38	32,38,46		

From the number needed to hit, subtract the attacker's skill level on the following table. Characters with no specific training in a weapon are considered skill level 0. Aim raises this for launched weapons.

		SKILL LEVEL										
✓	# WEAPON	0	1	2	3	4	5	6	7	8	9	10
	Dif	0	0	0	1	1	1	2	2	3	3	3
	Advantage	−4	−2	+0	+1	+2	+3	+4	+5	+6	+7	+8
	Knife	+10	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Spear	+10	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Bola	+10	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Rock	+5	+2	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Bow	+8	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Long Bow	+8	+5	+3	+0	−2	−4	−5	−6	−7	−8	−9
	Cross Bow	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10	−11
	Dyshas	+8	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Pistols	+8	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10
	Rifles	+8	+5	+0	−2	−4	−5	−6	−7	−8	−9	−10

Body Locations

Below are the penalties to the attacker's roll to hit, for targets other than the body of the defender.

Body	0
Leg	5
Head	7
Arm	9

Roll to Injure for Range Weapons

Use the following table to determine the level of injury from range attacks. Subtract the defender's Size Modifier from your 2D6 roll. Add the attacker's Attack Bonus for all range attacks except for energy weapons and dyshas.

	Bow	Long Bow	Cross Bow	Rock	Sling	Blaster	Laser	Field Ram	
2	SUP	SUP	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	↓	↓	MINOR	↓	↓	3
4	↓	MINOR	MINOR	↓	↓	↓	MINOR	↓	4
5	MINOR	↓	↓	↓	↓	↓	↓	MINOR	5
6	↓	MAJOR	MAJOR	↓	MINOR	MAJOR	↓	↓	6
7	MAJOR	↓	↓	↓	↓	↓	↓	↓	7
8	↓	↓	↓	MINOR	↓	CRIT	MAJOR	↓	8
9	CRIT	CRIT	CRIT	↓	↓	↓	↓	MAJOR	9
10	↓	↓	↓	↓	MAJOR	DEATH	↓	↓	10
11	DEATH	DEATH	DEATH	↓	↓		CRIT	↓	11
12				MAJOR	CRIT		↓	↓	12
13				↓	↓		DEATH	CRIT	13
14				CRIT	DEATH			↓	14
15				DEATH				DEATH	15

Treat the damage of a field ram as bludgeon damage.

Aiming

Characters can increase their chance of hitting by spending time aiming. Each round of aiming reduces the roll to hit by 2 points. After having aimed for a while, additional aiming will be of no benefit. Listed on the table below is the number of worth-while rounds of aiming possible for each type of range attack.

Each round of aiming provides a bonus of 2 points.

Weapon	Rounds of Aiming Before Making Attack
Thrown	1
Dyshas	2
Bows	3
Pistols	4
Rifles	6

Precise Range Attacks

In range attacks, precise attacks carry a penalty of 10 to the attacker's roll for success. They increase the roll to penetrate armor and the roll to injure by 3 points.

Dyshas in Combat

All orbs and bolt are considered range attacks. Directing orbs and bolts involves more aim than Isho skill, and is considered a skill in range combat. To determine the injury incurred from dyshas, see the effect tables in the chapter on dyshas.

Example II

In a small town near Temantro. . .

Ralic the caji had insulted his friend Healfdene for the fourth time that morning, with another crude joke about Boccord lifestyles. Healfdene tells him to come off it, but today is a bad day for Ralic, and he just can't quit. Losing his temper, Healfdene finally takes a swing at Ralic. But Ralic, subconsciously prepared for such an eventuality, dodges out of the way, throwing out a remark about his friend's poor aim.

A slight altercation between friends, this is not a very hostile situation. But still, Healfdene's and Ralic's actions can be simulated with the Jorune combat system.

For this first interaction, Healfdene had an advantage roll of 11—adjusted up to 12 because of his skill, and Ralic had a 19. Ralic however, has no intention of attacking Healfdene, and just chooses to jump aside. Healfdene, on the other hand, isn't swinging hard at Ralic—he's just trying to give him a good nudge (he can declare beforehand that he is limiting his swing to a superficial blow only, or no damage at all, for that matter). For a swing with his fist, Healfdene would only need a 6 to connect. He rolls a 17. But Ralic evades, and rolling a 12, is missed entirely.

Ralic's evade has put him out of range of Healfdene. Now, a couple of rounds pass with Ralic still throwing taunts. Healfdene is at the end of his rope. . .

Healfdene, picking up a piece of nearby lumber, prepares to hurl it at Ralic, who by now has skipped well out of swinging distance. Ralic, suddenly worrying that his friend can, in fact, throw such objects with near deadly accuracy, decides to head this one off. Going a little overboard, Ralic casts a "Stiff" orb towards Healfdene, causing the unprepared Boccord to drop the plank he is holding.

Throwing a piece of lumber would be a simple range attack for Healfdene—he would only need a 4 to succeed, assuming he was really trying to hit. Ralic, rather than ducking, chooses a more controversial response. Healfdene isn't really expecting a dysha, so this gives Ralic the advantage of surprise: a bonus of 5 to his advantage roll of 12 bringing him to 17. Healfdene only has an advantage of 9—enough to throw the board, but not within 5 of Ralic's advantage, giving him no time to respond.

Ralic's aim with dyshas would allow him to hit a moving target at 5 meters with a roll of 5 or better. Ralic hits easily with a roll of 16, causing Healfdene to drop the board he is holding.

Quickly recovering, Healfdene proceeds to charge Ralic. Unable to stop the assault, Ralic is picked up and thrown several yards; at this point Healfdene holds off a bit, hoping to stop things before someone gets hurt. But Ralic, landing easily using his "Tumble" Dysha isn't about to quit, and starts sending half-strength "Power Orbs" towards his friend in quick succession. Prepared for the game this time, Healfdene starts interfering with them, one after another. This is taking an enormous amount of concentration on Healfdene's part, which starts the caji laughing.

The round after dropping the plank, Healfdene rolls an advantage of 18. Ralic, on the other hand rolls a 3—he will have no time to launch dyshas. Knowing it's almost useless to try to run from a boccord, the caji stays put. Healfdene will be on him in 1 round.

Healfdene's charge gives him a bonus of 5 to advantage. He rolls an 11, which becomes a 16. Ralic's advantage roll is 5—he is in no position to stop the boccord.

Picking up an opponent to throw him is considered a grappling attack. Healfdene only needs a 6 to succeed, and he rolls a 14. Throwing an opponent is something one can only do when he has an enormous size advantage. But Healfdene is a 7'3", 300 pound boccord, and Ralic doesn't weigh much over a hundred pounds. Healfdene is able to throw him quite a few feet. Both Ralic and Healfdene knew he wouldn't really hit the ground, and the "tumble" dysha is no problem for the caji. A couple of rounds later Ralic is back on his feet, and is starting to launch "Power Orbs" at Healfdene—unless Healfdene is dodging, Ralic needs only a 2 to hit at this range (approximately 6 meters). Healfdene instead attempts to interfere with the orbs. His skill at interference is high for a boccord, and Ralic is giving him time to deal with them individually. Healfdene needs only a 5 or better to interfere, and succeeds in stopping 3 orbs in a row.

Healfdene, having had more than enough of this game, breaks into another charge. Ralic doesn't want to take another tumble, dyshas or no dyshas, and decides to distract his friend with one of his specialties: the "lightning strike." Unfortunately, Healfdene is caught completely off-guard by this one—he is sent flying back two or three yards with his clothes smoking. Suddenly panicked by the idea that he has gone too far, Ralic rushes up to his friend, who is out cold and still smoldering—in desperation, he applies the "healer" dysha . . .

When Healfdene starts into his second charge, he has an advantage of 10; Ralic has an advantage of 14. Assuming Ralic's dysha would be yet another "power orb," Healfdene ignored it. Little did he know. . .

Against a boccord-sized creature, the "lightning strike" dysha will throw an opponent about 2 meters, with some pretty nasty burns. Ralic probably didn't expect it to hit. In any case, the "healer" dysha can accomplish quite a lot in a very short time.

Movement in Combat

Hereto we have discussed only the simple situation where two combatants are facing each other with weapons of roughly equal length. Situations where combatants are not facing each other, or are using weapons of different length, become more complex. We introduce three new concepts into our system.

(1) Range in hand-to-hand combat
(2) Unusual Maneuvers (climbing, swinging, etc.)
(3) Pursuit

The Three Ranges in Hand-to-Hand Combat

The system considers there to be three approximate ranges in combat. (1) close in, for fists, knives, etc. This assumes less than 2 meters of separation between combatants. (2) sword range assumes a separation of about 2 meters between combatants. This is the most typical separation. Swords, axes, and clubs are usually used at this range. (3) pole arm range assumes a separation of 3 to 5 meters between combatants. Pikes and halberds are pole arms.

A combatant can only use a weapon if he is at the proper range to use it. For instance, a person with a knife could not attack an opponent armed with a sword unless he could somehow get past the sword. Similarly, if a combatant with a knife is close in on an opponent with a sword, the sword won't be of much use for attack or defense.

Shorter weapons can be used for defense even if out of range. For instance, a sword could be helpful in parrying a pike.

It is generally difficult to attack an opponent that has a reach advantage. For instance, a combatant with a sword versus an opponent with a pike. The combatant with a reach advantage will want to stay back where he can use his weapon but not be attacked.

The Advance and Withdraw Maneuvers

Trying to move in on opponents that have a reach advantage is considered an attack in itself, and is called the "advance." The advance is treated as any other attack, but involves no roll to injure. Moving towards opponents with a reach advantage without using an advance opens one's self to attack. In this case the combatant with the reach advantage would receive a bonus of 5 to his advantage roll and his roll to hit, and his opponent would get no defense roll. If a combatant is successful in an "advance," then he will be at a range where he can use his weapon but his opponent cannot. For instance, if a person with a knife could advance against an opponent with a pike, the opponent would not be able to use the pike. He could, of course, drop the pike and draw a knife (this would take one round), or he could attempt a defense maneuver to pull back from his opponent. The defense against the advance is called the "withdraw" and can only be used when the defender has a place to back up to. (this requires a minimum advantage of 6). A withdraw can be attempted instead of a standard defense every round that a combatant is engaged. It is easier to advance on an opponent who cannot back up. As with standard defense, an opponent who cannot or will not back up a couple of meters gives the attacker a bonus of 5 on his roll for success.

The advance and withdraw are two examples of attacks that involve movement in combat. A third example is the "flank." This attack is used when two or more combatants are attacking a single opponent. If a combatant is successful with this maneuver, his opponent is flanked. A combatant will have an advantage bonus of 5 when combatting a flanked opponent. If there are 3 or more attackers against a single opponent, then a series of two flanks will put one attacker completely behind the opponent, giving the attacker a bonus of 10 to advantage in subsequent rounds.

The "withdraw" is also the defense against the flank, and can be executed any time during or after the flanking maneuver.

Unusual Maneuvers

Situations may arise when a player wants to attempt things like jumping, climbing, swinging on a rope, etc. while in combat. You may not attack while involved in such things, and you may not use any defensive maneuvers. Anything that is reasonable for people to do may be attempted during combat, and it may take good judgement on the part of the referee to manage such situations.

Pursuit

Often, a losing combatant may want to run away. Being pursued and mowed down by attackers isn't a very pretty end, but it happens on Earth, so I suppose it happens on Jorune as well.

The defender generally has an advantage when running away, and usually succeeds in this attempt unless his attacker is a good bit faster. It is assumed that the defender gets a head start when breaking away from an attack, maybe around 4 or 5 meters. In general, the defender cannot dodge a blow and run in the same round. If his advantage roll is higher than his attacker, he can run away before the attacker gets in a swing.

Characters being pursued travel at their top speed. A character's Speed characteristic tells how fast a character can sprint in meters/round (a round being 2 seconds long). It takes one round to get up to full speed, so halve the character's speed for the first round of pursuit.

Over open ground, if the attacker has a speed advantage, he will eventually catch the defender. You can use the following system to determine when and if the defender will be caught:

Take the attacker's speed in meters per round, subtract the defender's speed. This is the rate at which the attacker will gain on the defender. Assume the defender gets a head start of 5 meters. To be realistic, add at least 2 meters/round to the defender's speed because he is being pursued.

When the defender is caught, the attacker will get free swings at the defender until he stops to dodge or block.

Many factors can slow players down. In general, anything that gives a penalty to the advantage roll, such as heavy armor or injury, reduces a player's speed by 2 meters per round for each point of

advantage penalty. A leg injury will really slow people down, if they are able to run at all.

Note that top sprint speeds can't be maintained very long: only about as many rounds as the character has Stamina points. After this, the character is reduced to about ⅔ speed. This type of running can be maintained several minutes or several hours, depending on the encumbrance and condition of the characters. How many miles can you run? Be realistic.

When the pursuit is not over flat ground (rough terrain, woods, city streets and alleys) the situation becomes a good bit more complicated. Everyone is slowed down. Obstacles are more likely to work in favor of the defender. These scenarios can become too difficult to deal with using simple rules. It is important that the referee use good judgement in calling situations such as this.

Note that these rules can make it fairly difficult to run down someone and kill them. This is sort of what we had in mind.

Mounted Combat

Thombos

Rule one is that you can't fight from the top of a normal thombo. Its worse than fighting from a mule. Thombo can be trained, with much difficulty, to tolerate combat, but otherwise they will either bolt or be very uncooperative. Some range combat may be possible from thombo-back, but as with all mounted range combat, you will have a penalty of 5 to all rolls to hit due to unstable platform.

Horses

You can fight from atop a horse, that is trained for battle, assuming you are using a weapon at least as long as a sword. Because of their height advantage mounted combatants attacking opponents on the ground get an advantage bonus of +5.

Keep in mind is that it is possible to attack a horse, and that the horse can defend itself.

A mounted charge can be a very effective attack against unmounted opponents, giving the attacker an advantage bonus of 5 for the charge and 5 for the height advantage, giving a +10 advantage!

Bochigon

Bochigon are large, dangerous mounts: analogous to riding a war-elephant. Very long weapons such as pole arms may be used from atop a bochigon. Bochigon are dangerous adversaries themselves, and may sometimes attack your opponent as well.

Two or More Combatants vs. One

A combatant that is being attacked by two opponents is in a tight spot. He will want to attack both opponents, but may have to defend against both opponents attacks. Often he will have to choose which opponent's attack to defend against. The roll for advantage has a slightly different interpretation for combatants being attacked by two or more opponents. The single defenders options will be:

Advantage Roll	
1 - 5	No attack or defense
6 - 10	One attack or one defense
11 - 15	One attack or two defends possible
16 - 19	Two attacks, one attack and one defend, or two defends are possible
20	Same as above, but with bonus of 5 on all rolls for success

Managing Combats with Several Combatants

It may be important to keep track of where everyone is during a large combat, so you might want to lay out a scene using some sort of tokens, such as miniatures. Combatants that are within weapon range of each other and have approximately the right facing can attack each other, with the attacks taking place in the order of advantage roll, from highest to lowest. Defenses against attacks, where possible, take place immediately after the attacker's roll.

Some Advice

It should be emphasized that combat is often an interpersonal conflict, and while there will usually be a winner and a loser, most combats will not end in death. A severe and painful wound, or simply the realization that one has no chance of winning, is usually enough to stop most people. There are exceptions to this in wartime and in fights against non-intelligent life. Keep in mind, though, that in Burdoth, at least, a fight, even with deadly weapons, is one thing, but several murder raps is quite another. Jorune is not an entirely civilized place, but some governments try to impose law and order in their territories, and one who participates in criminal activities will be treated as a criminal. This can be bad for citizenship.

Law and Order

As a piece of advice for those who plan on streetfighting on Jorune: If you get in a fight with someone, it might be a good idea to let him get away walking (or at least crawling) if there are any witnesses. The chance that he'll come back after you is usually slight—you'll have a lot more to fear from his friends and family (if he has any) if you kill him. Plus, even in the most barbaric regions of Jorune (such as the Temantro border), if you kill a man, you may be, at the very least, responsible for disposing of the body, something you probably would rather not do. If the town has any law & order, or if he has any friends, things get even more difficult. In a major city, you'd be lucky not to hang for murder, if your victim was of any importance or social standing.

Morale

Morale in combat is very important, especially for non-player characters. Very few people (or animals) fight to the death, and when someone is hurt in combat, or even just seems to be losing, he may try to get away if he can. For instance, a simple street ruffian is usually not interested in a fair fight, and will often run away if you hit him pretty hard—even if the injury is only superficial. It's the same with a dog in the street—a good kick will send him running. An exception to this is when an opponent is cornered and can't escape, or is backed up by several friends—as with gangs of ruffians or packs of dogs. Such situations can become very dangerous for all those involved.

A rough measure of morale could be how much an opponent is willing to suffer before he runs or surrenders. While cowards and street scum may bolt in the face of a decent blow, a willing opponent in a barfight might be willing to put up with superficial wounds, as long as they're not permanent. Veterans may be able to deal with minor wounds if they can still fight. In general, a major wound will take anybody out of action. If given the choice, only a berserk would continue to fight against superior odds when he is seriously wounded. It's kind of like asking to be killed.

You make all the decisions for your player characters on Jorune. But remember, if you can't win, don't make things worse by being killed. If better alternatives are available, take them.

Example III

Later that day. . .

Healfdene is feeling better. He and Ralic have decided to drink off the morning's incident in a local tavern. Healfdene doesn't seem to remember much of what happened anyway.

After several hours (and a sizable fraction of a keg of ale), Healfdene and Ralic are in high spirits. Their conversation with a few of the women in the tavern is suddenly interrupted by the appearance of several local guards, who seem to be heading towards their table. . .

This is a tense situation. Although combat may not result, it is a good idea for all those involved to roll advantage. They need not reveal their advantage rolls to one another until they actually decide to attack—but it is good to know your own advantage in advance.

The advantage of the participants are:

Person	Advantage
Ralic	20
Healfdene	8
Head guard	13
Guard 1	8
Guard 2	5
Guard 3	15

The head guard speaks first, making accusations about public brawling and the use of dyshas "within city limits." Ralic and Healfdene are unimpressed. His lieutenant follows up, seeming to imply that a sufficiently large bribe could lessen their interest in the matter. Healfdene laughs, saying that he knows of no "city" within at least a hundred kilometers of this shanty-town. Furious from Healfdene's cutting remarks, one of the younger guards steps forward, prodding Healfdene sharply in the chest with his quarter-staff.

Guard 3, with the 15 advantage is the one who stepped forward. Healfdene wasn't really very interested in the situation, and was also somewhat intoxicated. He rolled a 9 advantage; with his advantage bonus of 2 that would be pretty good, but in his present state he has a penalty of 2 for being intoxicated, and an additional penalty of 5 for not assuming any initial posture. That lowers his advantage to 4. He is not in a position to do much at all. Furthermore, he's not jumping back—the guard only needs a 6 to prod him. The guard is successful with a roll of 13. The prod, of course, was intended to be only a superficial blow, but hurts just the same.

Angered at the sight of his friend receiving still more punishment after that morning, and feeling rather touchy about the whole subject, Ralic let's loose a power orb towards the face of the younger guard.

This occurs in the same round. With an advantage roll of 20, Ralic was ready to spring, and his orb comes at the guard immediately after his blow at Healfdene. The guard isn't able to dodge, and knows nothing about interference. Hitting the guard in the face at this range isn't very hard. The orb does only a superficial wound, and the guard is not knocked out.

Holding both hands over his nose and yelling that his nose is broken, the younger guard appeals to his accomplices to intercede. Two rather dubious guards step forward, but are quickly knocked aside by Healfdene.

Healfdene is pretty mad about getting prodded by a quarter-staff, and a serious little scuffle between him and the guards ensues. . . Anger has jolted him out of his drunken stupor. He is now only -1 to advantage from the alcohols, but the sharp pain near his ribs slows him down a bit: another -1 to advantage. These penalties cancel his natural bonus of 2 to advantage. These guards are only combat skill level 1, and have no advantage bonuses. Ralic and the two other guards are standing out this one.

The first thing Healfdene does is an advance. He gets too close for them to use their quarter-staves.

1st round	Advantage
Healfdene	17
Guard 1	2
Guard 2	20

Guard 2 attacks with his quarter staff, succeeding with a roll of 13. Healfdene successfully defends with no weapon with a roll of 16. Then Healfdene attempts an "advance" succeeding with a roll of 12. Guard 1 is unable to withdraw, but guard 2 successfully withdraws with a roll of 9.

2nd round	Advantage
Healfdene	14
Guard 1	13
Guard 2	9

At close range, with his fists, Healfdene takes a swing at guard 1. In order to defend at this range, guard 1 drops his quarter staff. Healfdene's attack fails with a roll of 6.

3rd round	Advantage
Healfdene	9
Guard 1	19
Guard 2	6

Guard 1 takes a swing at Healfdene. Succeeding with a roll of 13. Healfdene successfully blocks the punch with a roll of 12.

4th round	Advantage
Healfdene	13
Guard 1	3
Guard 2	9

Healfdene takes a swing at the head of guard 1, who is unable to defend. He succeeds with a roll of 16. He rolls an 8 to injure, with a bonus of 1 for his Size Modifier; this becomes a minor wound. Because this is a minor wound to the head, and because fists inflict bludgeon type damage, the guard automatically falls unconscious.

5th round	Advantage
Healfdene	16
Guard 1	out of combat
Guard 2	18

Still holding his quarter-staff, guard 2 takes a swing at Healfdene. Healfdene defends with no weapon. The guard's attack fails with a roll of 7. Quickly grabbing an empty mug from a nearby table, Healfdene hurls it at the face of guard 2. Healfdene needs an 5 or higher to hit (We treat the mug as a rock, 4 or higher is needed at this range to hit a moving target with a rock. +7 to hit the head. Healfdene's skill level is 6 with rocks, so he's -6 to all this). He rolls a 9, good enough. The guard attempts to evade, needing an 11 or higher (for a range evade). He fails, with a roll of 4. The injury roll results in a superficial wound to the head of guard 1. Because of this, he rolls a D6 to see if he remains conscious. Rolling a 5, he also falls to the floor.

Concerned that he and his men may be in real danger, the head guard draws a stunner—an Earth-Tec weapon, rather a rare commodity in these parts—and takes a shot at the boccord. Healfdene, sent reeling for the second time that day, is still standing but staggering, with Ralic shouting at him and tugging him towards quick escape through the back door. . .

The head guard had a 15 advantage; he draws, fires, hits, but doesn't quite knock out the boccord.

Epilogue,

The head guard didn't fire again: he was already fearing trouble with his superiors for wasting ammunition. Healfdene and Ralic were not pursued — the tavern owner having thoughtfully blocked off the rear exit after their escape.

The last we heard, Healfdene and Ralic had ridden out of town on an overland trek in the general direction of Lundere. . .

Incidental Injury

Other than nasty weapons like swords and knives, there are still plenty of ways to get hurt on Jorune, like thombo kicks, falling, or having things fall on you. Other strange things may happen; add your own lines to the table.

	FALLING	OBJECTS FALL ON YOU	THOMBO KICK
2	NO EFFECT	NO EFFECT	SUP
3	↓	↓	↓
4	↓	SUP	↓
5	SUP	↓	MINOR
6	↓	↓	↓
7	↓	MINOR	↓
8	↓	↓	↓
9	MINOR	↓	↓
10	↓	MAJOR	MAJOR
11	↓	↓	↓
12	↓	↓	CRIT
13	MAJOR	CRIT	
14	↓	↓	
15	↓	↓	
16	↓	DEATH	
17	CRIT		

Falling

When characters fall more than 2 meters, roll 2D6 on the injury table. Add one point to the die roll for every additional 1 meter.

Having Things Fall on You

We assume a dense (like a rock or an anvil) 10 pound object being dropped one meter on someone. For each additional 10 pounds, or 1 meter, increase the roll by 1.

Thombo Kick

Mean mothers. Can happen any time.

Healing

In the section on injury in combat we discussed the immediate effects of wounds on hand-to-hand combat. If a combatant is injured and lives through the combat, he will generally require some medical attention. With proper attention, wounds can heal relatively quickly. Healing is helped by the high ambient energy (Sho-Codal) on Jorune. Even on Jorune, though, an unattended wound will worsen and can lead to death.

Superficial wounds will need to be cleaned and bandaged to avoid complications such as infection. This can usually be done by the wounded individual if he has the proper supplies. After the wound has been treated and the wounded individual has rested, his Stamina will be back to normal and he will no longer suffer any advantage penalty in combat.

Minor wounds will require more attention. Stitches and more elaborate wrapping and bandaging may be necessary. Often, only individuals with proper training can treat minor wounds. A minor wound that is left untreated will worsen, and become a major wound within a week (or less, if the person is active).

Major wounds often involve fractures and possibly internal injury. Some surgical skills will be needed to treat major wounds. With no treatment, a major wound can degenerate into a critical wound within a week.

Critical wounds require expert attention or the injured will die within minutes or hours.

Treat severs as critical to body. Strangely enough, there are ways on Jorune of getting an arm or leg to grow back. There are limilates that can induce such growth. A year of rest and physical therapy may be required.

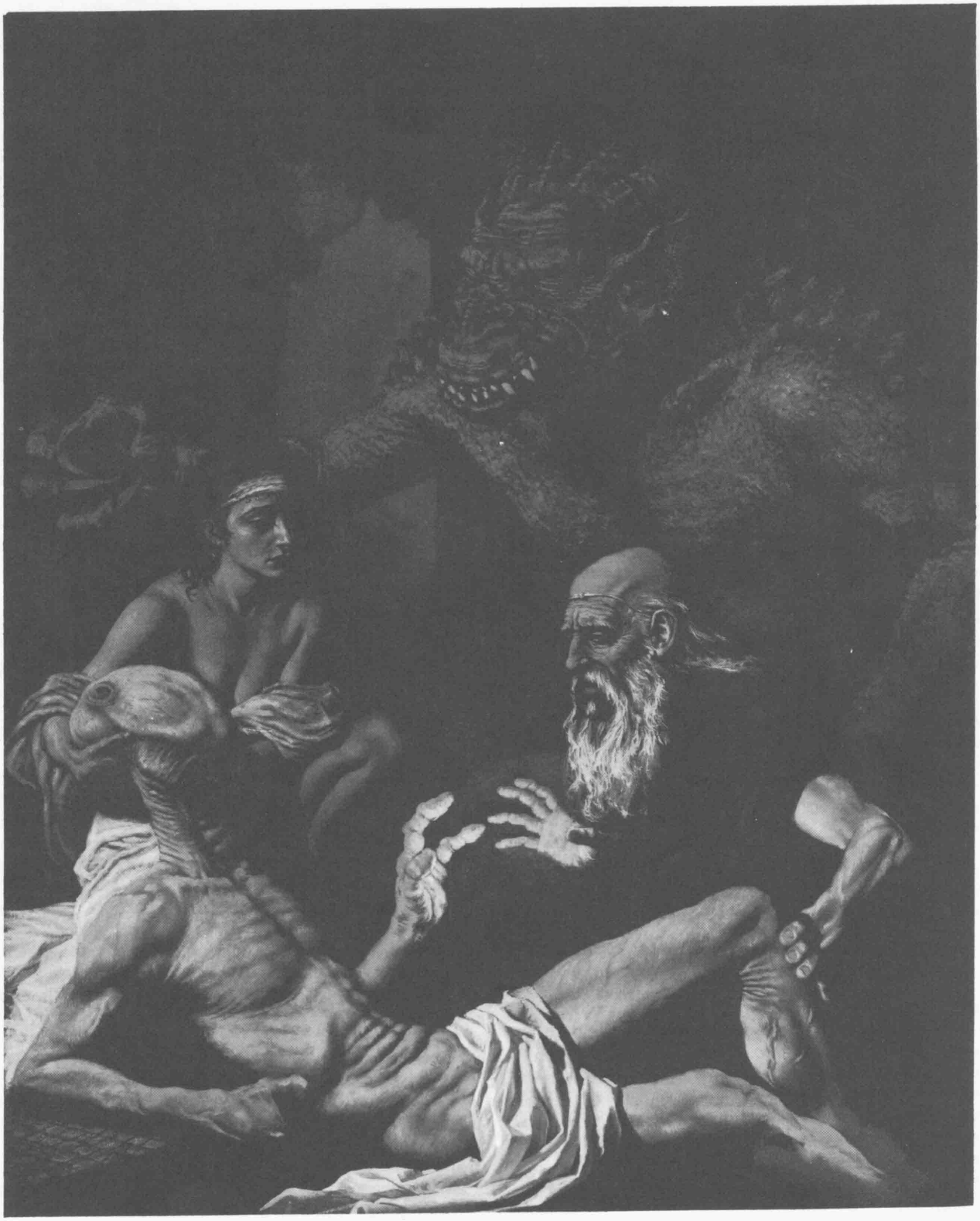
After appropriate attention, and rest, the advantage penalty from wounds will cut in half.

Through normal healing, up to 2 points of Stamina can be recovered from each wound each week. After each week, if a player can roll lower than his Constitution on a 3D6 roll then he heals one point of Stamina for that wound. Wounds can heal simultaneously, so if a player has two wounds, he should roll twice each week, once for each wound. A wound is completely healed when all Stamina points have been recovered. After a wound is completely healed, the advantage penalty goes away.

If nothing but bed-rest is attempted, characters gain an automatic 1 Stamina point of healing on each of their wounds.

There are several Jorune items that greatly accelerate normal healing. They are described for the Sholari in the Sholari Guide. Two examples of these are crystals and limilates.

CHAPTER 7
JORUNE/SHO-CAUDAL



Humans on Jorune

In the Earth year 2116, interstellar travel became a reality. Technology developed by Earth scientists would allow travel through space at faster than light speed, opening communication with distant stars.

Scientists had long believed that habitable planets might exist outside the solar system. Using the new technology, several nations cooperated in a program to find such planets. Unmanned probes were sent to many distant star systems, and in 2123, one of the probes detected a life-supporting planet.

Lush and hospitable, the planet possessed a gravity, atmosphere and climate similar to that of earth. The transmissions from the probe indicated that the planet had a fully developed ecology which supported many forms of life.

The planet was named "Jorune," after its discoverer, Kadija Rhen Jorune. Excited by the prospect of a manned mission to the planet, the Earth nations made plans for a permanent research station, possibly to be followed by a larger colony.

Many years were spent in the development of long-range spacecraft. In 2138, two years after leaving Earth, a manned expedition of several hundred scientists reached Jorune. Small expeditions landed on the surface of the planet. The explorers soon discovered a race of intelligent beings that referred to themselves as "shanthas," thinly framed humanoids that communicated in a very complex language combining pictograms, phonics and colors. It was several months before computers could be programmed to translate shanthic communications.

Another intelligent race was found on Jorune, the "thriddle." Although not humanoid, the thriddle quickly mastered English (in all its simplicity), and were able to bridge some of the gaps in the colonist's communications with the shanthas. And, unlike the shanthas, they demonstrated much interest in Earth technology and peoples. Though the shanthas were far more numerous than the thriddle, neither seemed to be in a position of dominance. Other forms of intelligent life were later discovered. Some of these creatures lived in harsh, inclement terrain, for which they seemed poorly adapted. Attempts to communicate with these races were futile.

The presence of so many intelligent races on the planet presented contradictions to Earth scientists. Interactions between the various races on Jorune were highly segregated. Shanthas, in particular, demonstrated apparently little interest in other races. Paradoxically, most of the intelligent races lived simply, and seemed uneager to progress technologically.

Although highly intelligent, the shanthas were a peaceful race with little machinery. Their life-styles were simple by human standards, despite their elaborate underground architecture. Thriddle had a primitive agricultural society. They lived in the ruins of a great past civilization. The exaggerated scale and architectural prowess the structures belied were ample evidence that they were not thriddle-built.

Shanthas on Jorune

True natives of Jorune, the shanthas existed in relative peace for thousands of years before humans arrived. Although not totally passive, their technology was centered more around life than death. The dysha mastery frantically pursued by muadra is a mystery to shanthas. They see Isho more as a life force than as a force of destruction.

The body of shanthas is taller than that of a man's. They stand almost 7' tall, yet appear graceful, not awkward. They have no eyes, yet are able to see in all directions. Their native language flows elegantly.

Humans Through Shanthic Eyes

The shanthic race had lead a peaceful existence in underground caverns for thousands of years when the aliens came. These new-comers spoke a lumpy, awkward tongue lacking dimension and clarity. In spite of their crudity, the alien skills of energy manipulation were impressive. Their tools relied upon energy pellets, not Isho. Their belongings were crafted of a resistant tlesk (metal). The H-oomans, as they wished to be called, would not pronounce the name of the shanthic planet "Sho-caudal" (vast fluid body). They would only say "Jorune."

These "H-oomans" were unable to see or feel the natural fluid of Sho-caudal. They hulked about gracelessly, blind and insensitive to the environment for which they had traveled a great distance. The shanthas had difficulty respecting these creatures who covered their Isho (literally: vitality) with fur. The shanthic "Sholari" (priests) encouraged cooperation with the outlanders to ensure peacefulness. H-oomans would be guided to areas where they would not be a disturbance.

Although shanthas understood the magnitude of a population of twenty thousand, they were taken aback by the sheer bulk of the colonists, when they arrived. Their awkward attempts at simple "cashiln" (walking) were shameful. Their intellects seemed just as disorganized. It was rumored that H-oomans were incapable of controlling their own bodily functions. Their "inner fluid" was pumped involuntarily and their frontal lobes fluttered spasmodically. They spoke of nothing, ignoring everything around them. At first amusing, their flat speech soon came to be considered a waste of time. The thriddle came, as the shanthas knew they would. The distracting human curiosity was deferred for a while—thriddle were delighted to speak unceasingly with the visitors.

The H-oomans inability to project even the most simple "lih" (naull orb) was taken as an indication of dwarfed intelligence by many shanthas. But the H-oomans commanded great tlesk manipulation, so the shanthas were content to help them meet their needs for minerals, water, and land, if that meant peace.

As the moons constellated, H-oomans relaxed and enjoyed their new environment. Treaties were obeyed. The new-comers seemed to have proven their harmlessness.

Suddenly the tranquility of life was shattered; the H-oomans began acting frantically. They claimed the loss of their homeland. Yet they

Certain features of the planet's geology defied explanation: minerals containing a very high energy density led to unusual geologic formations on Jorune. The energy from these minerals created a field which permeated the planet. Measurements showed this field to be quite stable with respect to geography, and to vary slightly with meteorological changes. Although extensive tests indicated that the field presented no danger to humans, its energy was unlike any radiation or force encountered on Earth.

In the face of these mysteries, the landing parties determined that a permanent presence would not represent a significant threat to humans or the indigenous life. The research teams settled on the planet. Earth scientists performed a variety of biological and geographical studies. It was finally deemed safe to establish a formal colony.

When told of the colonization plans, the thriddle seemed very enthusiastic. The shanthas reacted more coolly. They did not stop the colonists from meeting their needs for water, land, and mineral resources, but they relegated the lands that the humans could occupy.

The Jorune colony was to transport over twenty thousand colonists and crew to the awaiting planet. A fleet of 80 ships would carry passengers in suspended animation for the long voyage through space. Months before the expeditionary party left for Jorune, questions of lunar-mining rights skyrocketed into the political spectrum. Excitement over the launch quelled tempers world-wide, but the fact remained that materials needed for the colony would be taken from the moon. Lunar mining rights were shared with nations not involved in the mission.

In 2147 the colony ships departed Earth. Each of the 80 vessels were designed to be reasonably self sufficient after landing; supplies from Earth would be needed only every 5 years. Biologists and botanists were given great leeway in their transport requests. Plant and animal species from Earth were brought for comparative studies with indigenous Jorune life. Most of the participating earth governments insisted that a strong military presence accompany the colony for security in an unknown environment.

In the Earth year 2155, all of the colony ships had landed at their various assignment locations. Security was relaxed to make life easier for the new colonists. In that same year the colonists learned of catastrophic war on Earth.

The raw materials for the colonization project had been taken almost exclusively from the moon. The already strained lunar treaties between the super-powers broke soon after the colony was established. Negotiations were attempted, but by 2155, no more talk was possible; Earth was engaged in full scale war.

Transmissions received by the colony indicated that Earth had lost the capability to support manned missions. Days later, communications with Earth were permanently lost. The colonists on Jorune were quick to comprehend the desperation of their situation. The supply ships they had expected would never arrive.

had *abandoned* their homeland to come to Sho-caudal. Erratic H-oomans behavior became a concern. The shanthas were resigned to revive aggressive technology left to them by their ancestors. They watched and waited. Uneasiness and fear had been unknown to them; this sensation was, to the shanthas, a subtle poison released by the H-oomans.

Without warning, the H-oomans transgressed "Cali-Shafra," Battle Lands of the Ancients. The bountiful vegetation was stripped away and the land was pierced by huge tlesk. The H-oomans claimed that they needed the area to make their food. The shanthas were unsympathetic. The humans had survived for some time on Sho-caudal without taking such extreme measures. The transgressions of the H-oomans became intolerable. With the disruption of the Galsh-aca (Ancient Burial Grounds), shanthas finally felt that their energies could be justly unleashed.

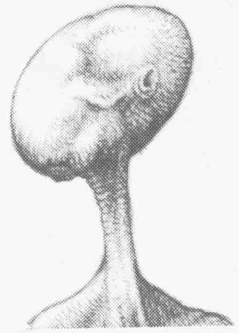
The humans in their colony strongholds were not prepared for the massive energy blasts which exploded from within their ships. To the shanthas, it was a simple matter: The warp mappings to the ships were regional and the Isho was readily available. Warps were forced open, and through them, tremendous dyshas of Desti and Du were sent.

It was expected that the problem was over. Instead, nearly all of their race lapsed into "shyee," the Isholess state. The shanthas remember this as "Leesh Ebeeca" (The Dying Time). The few who remained were unable to maintain the ancient underground complexes. Society crumbled. The shanthas were forced to leave the *glowing* lower world and take to the more desolate parts of their planet.

The shanthas knew that the H-oomans were destined to enter their cities in the coming millennium. They sorrowfully laid to rest their valuables within temple recesses. They guarded their treasures by the best means they could muster. They looked to the time when their descendents could reclaim their heritage, and restore the race to greatness.

Over the ages, shanthas have learned a bit about humans. Although their original impressions have yet to be dispelled, they have come to grips with living as a minority on their own planet. Their interactions with other life forms are usually brief and specific. 3400 years after Leesh Ebeeca, hostility between shanthas and humans is rare. Again the shanthas are watching and waiting; this time for a chance to restore their race to ancestral splendor.

Of all the human descendants, shanthas find the muadra the most intriguing. Their Isho abilities closely resemble their own. It was this shanthic interest that led Sho Copra-Tra to train Caji Gends. This first relationship between shantha and muadra catalyzed a new existence for the muadra race.



The attitude of the colonists changed. What had started as a research colony now appeared to be the last remnants of human civilization. The frantic colonists ignored the shanthic restrictions. They needed raw materials now that Earth supplies would be unavailable. They began to clear native Jorune vegetation for large-scale seeding of a food crop biologically engineered to be competitive on Jorune. Though humans could safely consume many Jorune plants, this crop was specifically designed to meet their nutritional needs. They began mining operations on lands forbidden to them. The shanthas reacted with hostility to these transgressions. But the humans ignored their threats, as the shanthas had yet to demonstrate a technology equal to the defenses of the Earth colonists. When shanthas tried to interfere with human expansion, they were dealt with abusively.

The colonists sadly underestimated their hosts. Soon after humans started refining ore from Shanthic lands, a wave of attacks employing energies of almost nuclear proportions were launched against each of the 80 colony settlements. Thousands of the colony members were killed. Humans were stunned by the effectiveness of the attacks. Their great shields had offered them no protection.

The humans, however, were still the masters of a sophisticated biological technology. In a desperate attempt, one of the colony sites released biological warfare agents into the upper atmosphere. These genetically modified bacterium were created to exclusively kill shanthic life. As sound as the biological creations were, the scientists who developed them had no time to account for subtle variations in the shanthic race. Still, over 99% of the shanthas died, leaving only thousands of a once populous race.

This was no victory for man however; all of the starships were destroyed, and with them man's only means of leaving Jorune. In the violent aftermath, settlements were abandoned and items of technology left behind. It was a common belief that shanthas could seek out power sources, even those used in small hand-weapons.

Communication between colony sites was destroyed; survivors had no knowledge of the fate of the their fellow humans. In isolation after the attack, Iscin, a bio-tec engineer, feared that no earth animals would survive. An expert in biological engineering, he attempted to modify earth animals to make them more competitive on Jorune. In his experiments, he altered several earth species into intelligent, bipedal creatures. These derivative species eventually developed stable populations.

The destruction of the colony sights left many earth species refugees in the strange environment of Jorune. Most earth animals perished in an ecosystem in which they had no niche. Cows were the first to go. Although the geography and weather of the planet were well suited to earth life, the native competitors held the upper hand in most struggles for survival. Some earth species survived, humans among them.

The chaos of war destroyed any hope of creating a self sustaining colony. The surviving humans quickly became part of the forest fabric. Man became a hunter again.

In the 250 years that followed, humans and shanthas played out the hostilities kindled earlier. For fear of shanthic detection and reprisal, tools and technology were abandoned; life became simple in philosophy as existence became a struggle.

Shanthic Technology

The shanthic technology differs totally from that of humans. Employing ambient Isho as a source of power, shanthas have at their disposal a vast array of useful implements. Sarceens hold information in the form of sculpted Isho.

Cle-eshta, are small pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Trasense. With cle-eshtas, skilled shanthas can pick up information about the Isho weather from all over their planet. It is with cle-eshtas that shanthas are able to detect energy use. Ripples in the Isho can be pinpointed. This is how shanthas were able to seek out humans who used technology after the destruction of the colony. Cle-eshtas also act as Isho magnifiers. Highly skilled shanthas have great sources of power at their disposal.

Shanthas are capable of employing "warps" for transportation. Every location on Jorune has a partner-location to which it is physically connected only when energy is applied. The energy needed to create such warps is commonly found in white crystals.

Warps appear as rectangular doorways to the partner-location, but can be viewed from any angle. Two people, standing slightly apart, would get a slightly different view looking through a warp. Thus, it is possible to see a completely dimensional version of the other side of a warp just by walking around it. The pattern of the connections of planetary points is not random. But its mathematics are extremely complex. Whole regions "map" from one area to another. Although shanthas cannot alter a warp destination, they can use their cle-eshtas to discover to where a given connection will be. This is the most powerful ability of the shanthas, and was employed in the destruction of the Earth colony 3500 years ago. The colony's shields offered no protection against blasts which exploded from *within* the ships.

Humans on Jorune continued

Jorune is surrounded by an exotic form of energy unlike any on Earth. The native life was adapted to this energy, and after many generations, Earth species also began to adapt. In particular, two sub-species of humans began to develop.

A few decades after colonization, humans began to experience occasional mutant births, many occurring regularly and along predictable lines. Some humans attained great size and physical strength—they came to be known as "boccord." Others were born exceptionally small and weak. These "muadra" sometimes displayed the disturbing trait of spasmodic, static-energy release. A muadra named "Caji Gends," under shanthic guidance, was the first of his kind to master and direct the planet's ambient energy.

Thirty-five Hundred Years Later

Over the millennia, the humans have grown to be the most populous race on Jorune. Muadra and boccord remain minorities in (pure) human settlements and cities.

After centuries of backsliding, human society on Jorune has now begun to progress. Having forgotten their origins on Earth, the humans of Jorune have developed their own cultures. Conditions on Jorune have impeded their technological development, but humans have recently recovered caches of the old Earth technology hidden by members of the original colonies. They have learned to use many devices without full understanding of the principles involved. Life on Jorune is a paradoxical mix of old and new as the humans begin to comprehend their origins.

The Moons of Jorune

Seven moons constellate above the planet. They are:

SHAL: *Keeper Of The Ancient Order*
A medium sized blue moon, elegant and pristine.

EBBA: *The Sender*
This Jorune moon is void of atmosphere; its craters and silver colored surface are easily seen from the planet. Much Shanthic mythology centers around this moon's detailed surface.

DU: *The Illuminator*
The large Du moon is covered with bright, slowly swirling, amber clouds.

GOBEY: *The Protector*
This black moon is barely visible, except for the glow of its slight reflection and the black patch in the sky it blocks out of the star field.

DESTI: *The Red Harbinger*
This swirling red giant of a moon looms overhead. A silent reminder of history's darker times.

LAUNTRA: *The Flow*
Seen by many as a symbol of nature, this bright green moon throws off enough light at night to walk by.

TRA: *The Warp Maker*
The small white Tra moon is in a constant state of flux. Darker areas of Tra swirl about. There are those who believe that future events can be predicted through careful study of the formations on Tra.

Shanthic Sects

The shanthic religion worships multiple deities and their servants. The number seven is the symbolic cardinal of the shanthic faith. Jorune is orbited by seven moon. Although they all share basic shanthic foundations, the culture of each is somewhat different.

The names of the seven distinct shanthic sects are created by placing the prefix "Ca" before the name of their symbolizing moon. Thus, shanthas of the moon "Shal" would be the "Ca-Shal." The only exception to this are the "Ci-Ebba."

Shanthas claim to predict the future by interpreting the positions of the various moons in combinations with meteorological presences. It is easy to be skeptical of such claims, but a significant number of events tantamount to shanthic history have occurred while rare patterns loomed in the Jorune sky.

Here is a list of the moons of Jorune, followed by their shanthic assignments. Note the similarities between the colors of the moons and those of the various Isho forms.

Moon	Shanthic Attributes	Moon Color	Dysha Color
SHAL	Keeper of the Ancient Order	Blue	Blue
EBBA	The Sender	Silver	Yellow
DU	The Illuminator	Amber	Amber
GOBEY	The Protector	Black	Brown
DESTI	The Red Harbinger	Red	Red
LAUNTRA	The Flow	Green	Green
TRA	The Warp Maker	Varied	White

Shanthic sects are each aligned with a particular moon, from which they draw their dysha philosophy. They have other skills besides; Ca-Du (The Illuminators), for example, are the makers of the shanthic blades.

The Ca-Shal are a quiet race of shantha. They are the Keepers of the Ancient Order. Ci-Ebba are the Senders. Although more common than the Ca-Shal, their motivations are similar. They have no love of human ways. The Ca-Du are the makers of the shanthic blades. The Ca-Gobey are the great shanthic builders, responsible for the elaborate shanthic architecture hidden beneath the surface of Jorune. The Ca-Desti are known for their violence. They are almost war-like in their ways. The Ca-Launtra are the most naturalistic order of shanthas. The Ca-Tra are the best known to humans. Members of this sect are often found in large cities, reclaiming shanthic artifacts owned by humans, but pillaged from the shanthic temples.

Some shanthas accept the changes which humans have brought unto their planet. Shanthic priests, called "Sholari," sometimes settle into other civilizations. They live as sages, translating and predicting for those who can pay their prices. These "broken" shanthas prefer shanthic objects as pay.

Most shanthas live far off the beaten path. Shanthic settlements are quiet, somber places. Their response to strangers is largely determined by their visitor's attitude.

The Planet Jorune

Jorune is a planet with oceans, continents, rivers, lakes, mountains, rain, snow, and four seasons. Jorune also has a variety of exotic features not found on Earth.

SkyRealms

SkyRealms are expanses of terrain that float over the planet's surface. When two plates of the Jorune crust are forced into repulsion due to crystalline imbalance, the upper stratum sometimes rises above the ground, creating a skyrealm. Often as wide as a mile across, dozens of sky realms lie unexplored over the surface of Jorune, casting shadows on the landscape below. Regions covered by skyrealms are cast into darkness.

Durlig

Durlig was the plant engineered by the original Earth colony to provide nutrients for humans that natural Jorune vegetation lacked. It is easy to grow, but difficult to harvest. It has a vile taste (unleached), and its greens decay quickly when picked. It is essential to humans, if they are to be healthy.

Warps

Every location on Jorune has a partner-location which it can become physically connected to, given enough energy. The Sholari will describe warps in detail.

Crystals

The planet Jorune is composed of stratified crystal layers. Crystalline deposits occasionally break through the surface due to geological action. Each type of crystal has its own attributes. The Sholari will introduce you to crystals and their uses. Because of their rarity, they were not mentioned on the items list for beginning players.

The Structure of Burdoth

The Klades

Although nuclear families are common on Jorune, many children are raised in the "klades." These large, communal family groups are run by klade parents. Their children live with them, as do the children of many other families. Orphans always grow up in klades.

Children raised in klades will learn proficiency at whatever the klade is associated with. At the age of 20, they are free to remain with their klade, or choose another.

Growing up in a klade is not much different from growing up in a nuclear family, except that the klade's particular skills will be emphasized. There is still plenty of time for a youngster of the klades to go off and explore his or her local surroundings, and pick up on less klade-intensive skills (such as the language arts).

Although humans and boccord are sometimes raised by muadra klade parents, muadra themselves are never raised by other races.

Tauther

The population of Burdoth is divided into toth, tauther, Drenn, and Kesht. Toth are those who are not citizens of Burdoth. Tauther are those who are *actively seeking* citizenship. Drenn have citizenship, and Kesht are persons of important political status.

In order to officially become tauther, players travel to Ardoth, to the hall of Drenn. Here the ancient process is started. Each character is assigned a spot on one of the Drenn Walls to engrave his or her "copra" (insignia). A metal challisk is given to each tauther, upon which marks of approval will be recorded. Twenty gemules are paid by the applicant, who receives a copy of the Tauther Guide. New tauther are expected to read this guide before starting their tothis (time of tauther).

When Drenn meet tauther that they view favorably, they may choose to recommend them for citizenship. This is a fairly serious commitment—Drenn responsible for bringing "bad" Drenn into the ranks are not viewed favorably, and may lose face. Drenn who choose to make the commitment will accompany the Tauther to a challisk engraver. Before the re-emergence of Earth-tec, challisks were painted with the copras of Drenn, but since the discovery of the Earth-tec carving torches, this recording process has become more permanent and less easily forged. The price of challisk engraving is typically one gemlink, paid by the tauther. Carving torches are strictly controlled by Ardoth; they are the only devices powerful enough to cut into a challisk.

Those Drenn and Kesht who find the citizen applicant to be outstanding candidates will travel to the Hall of Drenn, to the tauther's copra mark. As favorable commentary on the tauther, the Drenn or Kesht's copra is added to the tauther's space on the wall.

Each engraving on a challisk brings a character 1 point of Social (add 1 to the character's Social characteristic). Each engraving on the Drenn Wall brings a character 5 points of Social.

When a tauther's Social has climbed to about 50 points, that character is probably ready to formally apply for the privilege of citizenship. There is a base 75% of success in applying. For every Social point below 50, reduce this chance by 10% For every point above 50, increase the chance by 2% If the attempt fails, the character can try again in a few months. The whole process takes anywhere from ten months (the legal minimum) to a few years. There are, of course, those who never attain citizenship.

When applying for Drenn status, characters are questioned by a Kim member (council member). The Kim will ask the player about each of the people who have marked their challisk, and their copra spot. Players had better be able to justify why each recommendation was made on their behalf. It is also expected that the character detail his or her loyalty to Ardoth (and Burdoth in a general sense). Sholari will award a few extra percent chance points for success in oration skills.

During their tothis, tauther are expected to act responsibly, with the interests of Burdoth in mind. They should defer to those who are Drenn and beyond. Their metal challisk, worn always about their necks, identify them as tauther.

After the Drenn test has been completed, characters must pay 5 gems for registration and give up their challisks. The pages of oaths, verifications, and agreements that must be filled out should be checked over several times for errors. Any mistake could delay the procedure by weeks. One month is usually needed for approval.

Drenn

When approval has been attained, character's challisks are returned to them, coated with a thin layer of silver and gold. They are now Drenn. They may travel the length of the Burdothian empire

without restraint. They may own land. Drenn may enter all citadels and Drenn ports. They may request the use of Dharsage possessions (objects owned by the Dharsage royalty of Burdoth). Humans of citizenship status are permitted to own, use, and carry energy weapons.

Many responsibilities walk hand-in-hand with these advantages. Drenn must register with the kim of any town or city they pass through. They may be called upon to perform services for that kim if necessary. Refusal is risky. Drennships have been stripped of people for disobeying the rule of a kim. Usually, the kim request is a simple one, such as the delivery of parcels (of an unimportant nature) to nearby towns (usually those in the direction of the Drenn's travel).

Drenn are responsible for collecting "cletch" (taxation), from their neighbors. In Burdoth, the system is well liked — taxpayers prefer a friendly visit from a neighbor rather than that of an armed guard at cletch time.

Drenn are expected to enforce the "yordigs" (laws) of the land.

In times of war, Drenn are drafted into officer positions.

Land owning is a privilege granted Drenn. They must maintain what they own, or it will be taken from them.

Each Drenn is required to assign himself or herself to a local kim (in a small town, to a "kimit"). Although not locked into a continuous job, Drenn are responsible for the results of the decisions made by their kims (or kimits).

Kesht

Most Drenn never attain Kesht. A character's Social characteristic must reach 200 to be eligible for this title. This usually takes at least a decade after achieving Drenn, although there have been exceptions. A character's Social increases when those of higher status take notice of his or her distinguished character, demonstration of social graces, and record of accomplishment.

Drenn do not apply for Kesht, they are nominated for the privilege. The questions they are asked go into much greater depth than those for Drenn applicants. Six or seven rounds of questioning are usually required before Kesht status is officially decreed. The intermediate steps are not seen as failures, but as learning stages in Kesht attainment. The interviewing process usually takes a little over a year.

Law and Order

The yordigs of the land are written and enforced by the Drenn and Kesht, and by the kims of which they are members. Guards and patrols who work for kims also enforce the yordigs. Those suspected of crimes are tried by the kims. If found guilty of a crime, the punishment for Drenn might range from a simple warning to the stripping of Drennship. Non-citizens are often punished with a night in the "herris" (jail); severe punishments range all the way to execution. Only the most violent regions will enforce capital punishment. Social disgrace and humiliation are usually enough to convince diyorda to refrain from repeating their crimes.

The following are law levels used in describing different cities:

1 = Very Strict

Carrying weapons in public is prohibited. All weapons (other than knives) must be checked into local kim-houses when entering town. Dysha use is strictly forbidden within city boundaries. Level 1 towns are unlikely even to have kerning bays within city limits. Daijic are usually stationed around town. Diyorda are harshly punished. Towns like this sometimes execute those guilty of violent crimes. Cities in the realm of Thantier often fit into this category.

2 = Moderately Strict

Ardoth is such a city. Armor is allowed, as are weapons, although especially violent arms will rouse some fear in the inhabitants of the town or city. Kerning bays are available, although daijic are everywhere. Dyshas use without a permit is not allowed, except at the kerning bays. Guards and patrols will sometimes stop suspicious looking characters for a friendly chat or interrogation. Few deadly punishments exist.

Warnings are given for the following infractions:
1. Children kerning outside of the kerning bays
2. Display of overbearing weapons
3. Entering the citadel without being of Drenn status.

The following crimes are punished with immediate incarceration until the kim can hear the case and decide upon punishment.
1. Stealing.
2. Display of Isho in other than naull form.
3. Fighting an unarmed opponent.
4. Being disrespectful to Drenn, or Kesht.
5. Violence clearly not out of self-defense.

The following crimes are often punishable by death.
1. Murder.
2. Copying, stealing, or destroying challisks, creating fakes, marking false copras into either challisks or the Drenn Wall.
3. Dealing with cleash or ramian in a way that disturbs the security of Burdoth.

3 = Somewhat Lawless

Weapons and armors are socially accepted. Limited dysha use in cities permitted. Murder and seriously injuring a person are still considered wrong. Daijic may exist, but are rare.

4 = Lawless/Wild

Absolutely no restraints upon the public display of weapons and armors. Murder is frowned upon, but rarely is anyone apprehended for any crime.

Enforcement

"Yord" are patrols who travel the streets of towns and cities. Although they receive a little training in how to handle different situations, they are basically just civilians. Usually armed with swords, they will attempt to non-violently apprehend most diyorda. On rare occasions, where security is especially important, they will be armed with energy weapons. Such weapons will always be set to "print/identify" status, which precludes the possibility of others from using their weapon if it is stolen.

The "herris" of Burdoth are jails. Diyorda are placed together in large holding pens. Security is maintained by yords stationed around the perimeter of the facility. Diyorda are restrained with metal leg manacles anchored to ground spikes. Muadra are cuffed with crystalline shackles which inhibit their use of dyshas.

A typical stay in the herris lasts only a few days. Since punishments for crimes include banishment and shissic, there is little need for larger facilities. Those who have committed first offense, minor crimes crimes, are usually just fined and given strong warnings. Repeat offenders are treated harshly.

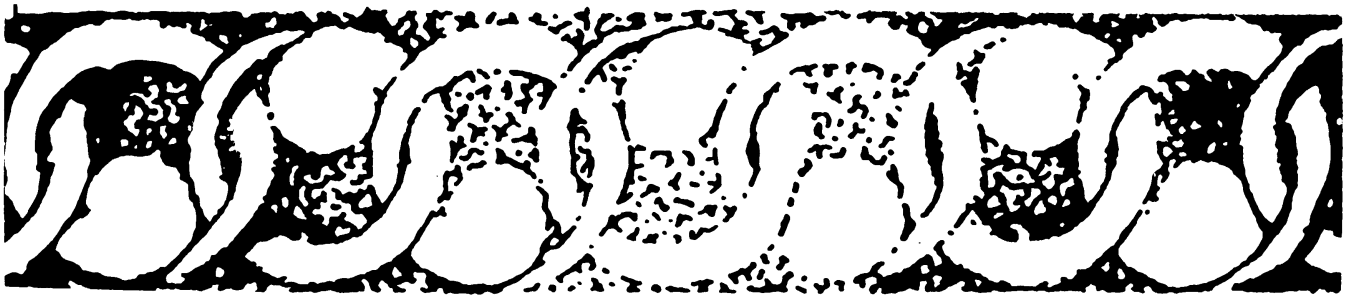
Kims

Kims and kimits are councils which make decisions for a community. The size of such councils is usually about 15 although groups as small as 6 and as large as 25 exist. Kims decide the fate of "diyorda" (criminals), create the local "yordigs" (laws), and funnel cletch to higher levels of Burdothian government, legally skimming off a bit for themselves. Kims are the only power base characters will commonly find themselves dealing with. Kims are located at the town awss, the cul-de-sac from which decrees are read. As mentioned, Drenn who enter a town must register with a kim. There is a small chance that the kim might have a task of some sort for the Drenn to perform (some possibilities were described in the Drenn section).

Only Drenn and Kesht may serve on Kims. In small towns, the lack of Drenn makes it difficult for kims to function. Often, representatives are sent to Ardoth for the express purpose of becoming Drenn to serve on the local kim. City Drenn often view these "drennits" with slight contempt.

Higher than the kims is the *Chell* (mayor) who are responsible for all the kims in a city. A Chell is like a mayor of a town or city. *Lystra* govern a county of several cities. Sage are those who control entire provinces. The rulers of realms are called *Dharsage*.

Small Council	Kimit
Council	Kim
City Mayor	Chell
County Leadership	Lystra
Province Leadership	Sage
Realm Rule	Dharsage



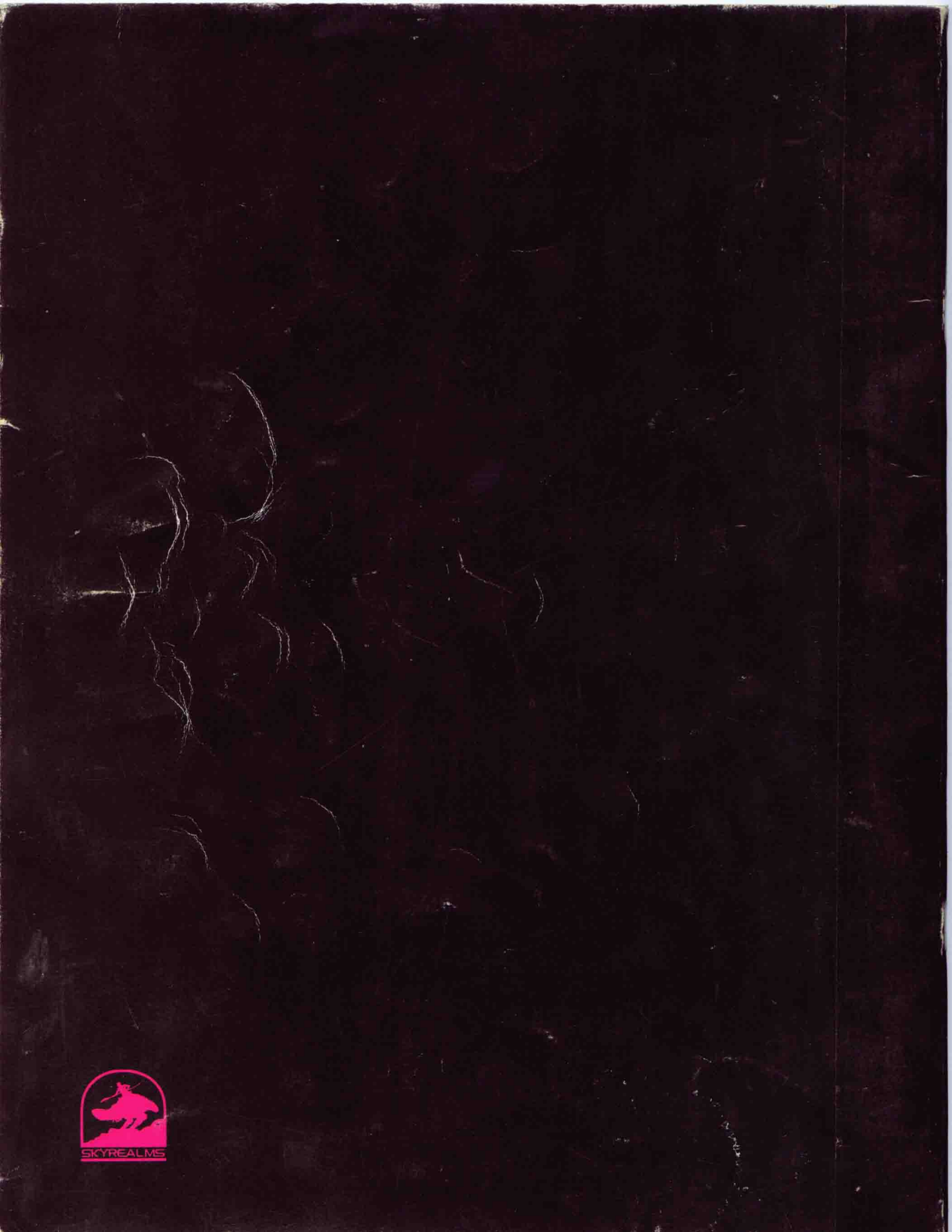
GLOSSARY

If there is no pronunciation guide to a word, then it has no hard vowels. Treat "e"s as *eh* and "a"s as *ah* or *au*.

Abahth: The blount language.
acubon: (AH-coo-bonn) A water-bound race, descended from humans.
Adv: abbreviation for "advantage," a combat term.
ahdis: orator
Anasan: Friendly realm of humans, woffen, muadra, and a few boccord.
Ardoth: Capital city of Burdoth, location of the Drenn Wall.
Ardothians: Residents of Ardoth
arrigish limilate: (AIR-igg-ish) speeds the healing of terrestrial creatures.
auss: The harvest season.
awss: The center of a town or city.
Aylon: Capital of Jasp.
beasters: People who hunt especially dangerous creatures.
blosh: (blaugh-sh) Symbol worn by crugar in defiance (especially of woffen).
blount: The first of Iscin's animal creations, an intelligent amphibian.
boccord: (buh-CORD) One of the three races of humans, characterized by their superior strength.
boc-rod: (BOCK-rod) A crystal fragment capable of storing energy. See: Crill
bochigon: (BOE-chih-gone) A Jorune pack animal capable of self defense. Incredibly stubborn.
bola: The favorite weapon of ramian
Boru: (BOE-roo) The Bronth language
bronth: (braugh-nth) An Iscin race, descended from the bear.
Burdoth: Controlled by humans; the most powerful realm of the continent.
Burdothians: Those who live in Burdoth.
Ca-: Shanthic prefix, followed by moon alignment. Example: Ca-Tra, shanthas of the moon "Tra."
caji: (CAW-gee) One of the three races of humans, the only one capable of energy manipulation.
caji entropy: A silly dice game used by player characters to increase their caji character's Isho.
caji houser: Person who owns an inclep that welcomes caji, in particular.
Cali-Shafra: (CALL-ee SHAW-frah) Battle Lands of the Ancients. Sacred to shanthas.
cashiln: Shanthic, for "walking."
Cerridus, Sea of: Location of Tan-Iricid.
challisk: The small metal plate given citizenship applicants in Burdoth.
Chaln Docha: (Chauln DOE-chah or Shauln Doe-sha) The famous crugar leader who lead his troops into Burdoth.
Chaln-Imagri: (Chauln IMAH-gree) The only crugar city.
Chaun-tse: The crugar language.
chawgis: Battle tactics school
chell: A title similar to mayor.
Chen-ichi: (chen EE-chee) A crugar priest.
chiveer: (chiv-EAR) A period of ramian madness which lasts a few months and is marked by the growth of "chivs."
chivs: The bone protrusions which grow from the ramian's face during chiveer.
Cie: Same as "Ca," but the irregular form used only for Ebba. Cie-Ebba are shanthas of the moon "Ebba."
cle-eshta: (clee-ESH-ta) Shanthic device that acts as a sort of energy magnifying-glass.
cleash: (cleesh) The insidious creatures which infest the East Trinnu Jungle Lands and the Ice Fields of the Gilthaw.
clep: A store or shop.
cletch: (clehtch) Taxation.
coddins: (COD-ins) Small grass thriddle huts.
coditch: Crop which is the staple of the thriddle population.
condrij: (COND-ridge) Fighters.
coleel: Opaline gems produced by acubon.
copra: (COE-prah) (1) An Isho signature manifested in a naull orb. (2) An identifying mark, especially placed on a challisk or on the Drenn Wall. (3) A master of dyshas and Isho. (4) Shanthic word for "master."
coprate: Expert level.
corastin: (core-AHstin) Large, semi-intelligent creatures.
corondon: Large primitive creatures native to Jorune. Shanthic blades are crafted from their thailiers (claws).
Cosahmi: (Coe-saw-mee) A coditch farming town on the Western side of the Kuggin Mountains.
Crendor: (Crehndor) A militaristic portion of the bronth realm of Dobre.
creshi: Carnivorous sea-creatures found off the northern coast of Burdoth.
crethin: The leaves used to leech durlig to acceptable taste.
crill: Flying creatures that can entwine boc-rods in their tails.
CRIT: Abbreviation for Critical, as in "a critical wound."
crith: Winter
critical: A serious injury. Will lead to death if not treated.
croid: A semi-intelligent species, related to the corastin.
crondij: Fighter.
crudge: The protective skin of corastin and croid.
crugar: Iscin's improvement to the cat family.
Cryshell: Ardoth's citadel. Entry restricted to Drenn and Kesht.
cygra: Northern cousins of the crugar.
daij: Sea-faring enervors important in the relations between Burdoth and Voligire. Daij meat is used by "daijics" to detect dysha use.
daijic: Originally a term used for those who ate daij meat for insight in tracking dysha users. The term has now come to mean those who actively engage in the detection of dysha use.
Desti: One of the seven moons of Jorune, "The Red Harbinger."
Dhar: Prefix meaning large or powerful.
dharlerin: A large plantation.
dharsage: The rulers of a realms.
dichandra: (dich-AND-ra) Swamp-dwelling creatures.
dichandra stones: A musical instrument made of the hard calcium wrists of the dichandra.
Dif: Used as an abbreviation for "difficulty."
diyorda: (dee-ORDA) A criminal.
Doben-al: The vast plains connecting Burdoth with Khodre.
Dobre: (DOE-brey) The bronth realm.
Docha, Chaln: See Chaln Docha.
Drail: A large densely forested territory located on the southern edge of the Sharharris Sea.
Drenn: Citizen.
drennit: Honorary Drenn.
Drenn Wall: A wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants of citizenship receive their challisk. The Drenn wall contains the copra of all of Burdoth's Drenn.
Du: (Doo) One of the moons of Jorune. The Illuminator.
durlig: Plant cultivated by the Earth colony. Durlig is found all over Jorune.
dysha: (die-shuh) Energy abilities. The two major forms are orbs and bolts.

dytes: muadra punks.
earth-tec: Anything built by the original colony.
East Trinnu Jungle Lands: A jungle south of Burdoth; infested with cleash.
Ebba: (Eh-bah) One of the moons of Jorune. The sender.
enclep: A place where medicine is practiced.
Enervor: Literally, an "energy eater."
Entren: The language of humans on Jorune. It is derivative of English.
eris: (air-iss) The season of spring.
fadri: (fad-ree) Thriddle teachers.
farg: Huge swamp dwellers.
Galsh-aca: Ancient Burial Grounds of the Shanthas.
gashten: A woffen city.
gauthi: Rugs made by thivins.
Gawmen Lenk: A typical woffen name.
gc: Abbreviation for Gemcluster.
gemcluster: A unit of currency equal to 10 gems.
gemlink: A unit of currency equivalent to 100 gemules.
gemstar: The largest common unit of currency. Worth 100 gems.
gemule: (Colloquial: "yules") The basic unit of Burdothian currency.
giddyne: A token necessary for entrance to the Mountain crown of Tan-Iricid.
giggit: An insect like creature with several distinct stages of development, sought after by thriddle and cleash.
Gilthaw: Early ice fields. As in "Ice Fields of the Gilthaw." Northern habitat of cleash.
Gire: Ramian pirates.
girrig: A durlig derivative plant.
gissyne: Vulgar. A colloquialism not to be used in mixed company.
githerin: Thieves.
gl: Abbreviation for gemlink.
gm: Abbreviation for gem.
Gobey: One of the seven moons of Jorune. The Protector.
gu: Abbreviation for gemule.
Heridoth: Realm neighboring Burdoth.
herris: Jails.
hishtins: Boccord who serve as targets for caji dysha practice.
Ice fields of Gilthaw: Home of the insidious cleash.
illidge: place where drinks are served.
inclep: An inn.
Iscin: (Ih-skin) (1) Name of the bio-tec engineer who modified Earth animals into intelligent, bipedal creatures. (2) A name taken by those of learned ability.
Isho: Shanthic for life, vitality. Isho is a measure of creature's energy.
jampers: Musical instrument, drum/tambourine. Made of corondon skin.
Jasp: Human realm far to the north of Temauntro, capital Aylon.
Jorune: The name of the planet, the name of the game.
Kadija Rhen Jorune: Earth astronomer credited with the planet's discovery.
kayedi: A favorite treat for bochigon:
kee: Neuter pronoun used by thriddle to describe members of their race.
kern: To expel energy in a crude form.
kerning bays: Areas of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerning.
Kesht: The highest status a citizen can attain.
Kesktia: Female form of Kesht.
Khaun Gauss: The first post-colony human city on Jorune.
Khodre: Sister-realm of Burdoth.
kim: A council
kimit: A small council for localized decision-making. Operates under a kim.
kis: Thriddle genderless pronoun: his or hers.
klade: A communal child-rearing group.
Kuggin: A range of mountains bordering the western edge of Burdoth.
lamorri: (luh-MORE-ee) An extinct race.
Launtra: (LAWN-truh) One of the seven moons of Jorune. The Flow.
Leesh Ebeeca: Shanthic, "The Dying Time."
Lelligire: City on the northern coast of Burdoth, victim of ramian invasion.
lerrin: A plantation.
lih: Shanthic, "naull orb."
limilate: Any drug or medication.
lirjin: Beetles.
locurian grunder: A very tough form of armoring.
Lundere: (lun-DEAR) The woffen realm.
lystra: (LIE-struh) A person who relegates authority throughout a region.
mandare: (man-DAR-ee) A rolling lump with a long neck and teeth.
Miedrinth: Burdothian city which borders the East Trinnu Jungle Lands.
Mountain Crown: Capital of Tan-Iricid.
muadra: (Maw-druh) One of the three races of humans. They are gifted with abilities of energy manipulation.
mullin: The season of summer.
naull: The orb a caji creates to display his or her copra. Sometimes used interchangeably with "copra."
Ninindrue Plague Slayings: A crugar slaughter of helpless woffen.
pibber: A small, harmless creature often taken as pets.
querrid: One who gathers thriddle information for money.
ramian: (RAY-me-en)Tall and silent beings of Voligire.
rilij: (RILL-idge)The pathway to the Mountain Crown of Tan-Iricid.
rinis: (RYNE-iss) Human. symbolic medallion of battle:
Ros Crendor: (Ross CREN-door) Boccord habitation north of the Doben-al.
round: A combat term referring to 2 seconds of game time.
rurvi tchorko: Ramian motto, "Powerful Silence."
rusper: A common drink; like ale.
salu: Sea-faring race descended from humans.
sarceen: (sar-KEEN) Shanthic devices for imparting recorded knowledge.
scarmis: (SCAR-miss) The servants of the cleash.
scedri cloth: (skedd-REE cloth) A medical tunic which speeds healing.
scrade: Insect-like carnivores found in forests and jungles.
Shaharras Sea: Sea to the north west of Drail.
Sharrid Bay: Bay located north of the Sharharras Sea.
Shal: One of the seven moons of Jorune. Keeper of the Ancient Order.
shambo: A woffen gambling game.
shantha: The native, intelligent race of Jorune.
Shanthic blades: Ancestral shanthic weapons crafted from the thailiers of Dhar Corondon.
shast: One who serves drinks in a woffen shenter.
shenters: Places where woffen relax, drink, and brag.
shissic: Term for to describe the killing of an enemy of Burdoth. Used only by fanatical patriots.
sho: Shanthic, "teacher."
Sho-caudal: Shanthic, "Vast Fluid Body." The shanthic name for Jorune.
Sho-sen: A common name for the Isho wind.
Sillipus: A rough, lawless island.
Sholari: (1) Shanthic priest. (2) The referee for SkyRealms of Jorune.
skyrealms: Land formations that float above the planet.
Sychill Sea: The sea that lies between Dobre and Burdoth.

Sychill Bay: The bay that Ardoth is nestled in.
talmaron: A domesticable cousin of the duradon. A flying beast of burden.
Tan-Iricid: (Tan IR-ikkid) Home to the thriddle race.
Tan-Sor: Thriddle city located just outside the Mountain Crown of Tan-Iricid.
tarro: A many armed creature, semi-intelligent, domesticable as pets.
Tauch-kie: Any crugar leader.
tauther: One who is applying for citizenship (Drennship) to Burdoth.
techindol pib: "Little-Big mouth."
Temauntro: A vast, crugar inhabited wilderness located west of Khodre.
tenter-shines: Horns made of the brynk hardwood.
thailierian armor: Armor made from the corondon.
thailiers: The claws of corondon, fashioned into shanthic blades.
Thantier: Realm of humans on the southern border of the Dobenal. It faces the Cerridus Sea of Tan-Iricid.
thisting: Pibbers this when in danger.
thivin: A human derivative race of musicians and traders.
thombo: The basic riding creature.
Thone: Non-human (used in Thantier)
thriddle: The language masters of Jorune.
tlesk: Shanthic, "metal."
Tlon: The capital of Dobre.
toth: Resident non-citizens of Burdoth.
tothis: The period of citizenship application.
Tra: One of the seven moons of Jorune. The Warp Maker.
Triddis: The language of thriddle.
trid nodes: Thriddle "nose," located to the rear of these creatures.
tristy: Thriddle eyes.
unweave: To dismantle an orb or bolt.
Vinteer: The capital of Voligire.
Voligire: (VOLE-Ih-Guyer) The realm of ramian.
Vosule, waters of: Treacherous waters south of Voligire.
Warp: An connection between two points on Jorune. (warp window)
wasto: aka scrade.
West Trinnu Jungle Lands: Border the East Trinnus.
Wholl: Woffen drink.
whosins: String instrument similar to a violin.
woffen: An Iscin-created race of intelligent, bipedal wolves.
Yobre: Capital of Lundere, the woffen realm.
yord: Local patrols.
yordeh: Lawyer.
yordigs: Laws.



SKYREALMS

JORUNE RULES SUPPLEMENT

WRITTEN AS AN UPDATE TO CHAPTERS 2,3,4 and 5 OF THE PLAYER MANUAL IN SR101
REVISION 8/87

OVERVIEW OF CHANGES

1. Spot and Listen have been added as characteristics. Social, Color and Education take on a slightly new meaning. No characteristic can exceed 18, and bonus die rolls can not be used to raise characteristics beyond 15 (don't worry, everything will work out fine).
2. Color Points have been added. They are like Isho Points, and may exceed 18.
3. The Character Sheets have been redone, adding many new skills, cleaning up the percentages and greatly simplifying the system.
4. Occupation types have been added for rapid character sheet generation, NPC generation, and for a better grasp of the world.
5. There are new descriptions for all the skills which include variable levels of competence and success.

Our theme in creating this supplement was to implement a system for skills that is easy to use because it is intuitive, not mathematical. The changes to the characteristics make for better role-playing, and less counting. Far less time will be spent stagnating on the character sheet - you'll spend that time on Jorune instead. We view the changes as improvements and refinements on a system that we enjoy gaming.

The Staff of SkyRealms Publishing

JORUNE RULES SUPPLEMENT TABLE OF CONTENTS

SECTION 1: CHARACTERISTICS.
How to roll characteristics. Definitions of the characteristics. How they are used in gaming, how to make rolls against them. Some characteristic meanings have changed slightly and two new ones have been added (Spot and Listen). This replaces chapter 2 of the Player Manual (pages 2-5).

SECTION 2: NAME, RACE, ORIGIN, PURCHASES.
Choosing a name, race and origin (Companion Jorune: Burdoth is an excellent aid for this); some samples are provided. Costs of various items are listed although descriptions of these items are located in the Player Manual (*pages 28-29*) and the Sholari Guide (*pages 50-60*).

SECTION 3: SKILLS AND PROFESSIONS.
Choosing occupation groups, skill groups, bits of practical knowledge, and dyshas (if a Caji character). Levels of competence and how each skill is used. Descriptions of the skills.

SECTION 4: IMPROVING YOUR CHARACTER.
Increasing skills, dyshas and characteristics. How often rolls are made for increases, what rolls are made. A discussion of drenn points and the requirements of Drennship.

SECTION 5: ERRATA.
Errors to be corrected in the Jorune boxed edition.

NOTE: The term "Skill Level" is used throughout this rules supplement. Characters can know a skill at Skill Levels 0 through 10. The higher a character's Skill Level with a skill, the higher the chance of success when using the skill and the greater the accomplishment upon success.

Inexperienced refers to	Skill Levels	0,1
Familiar refers to	Skill Level	2-4
Experienced refers to	Skill Level	5-7
Seasoned refers to	Skill Level	8-10

In creating character sheets, when the words Inexperienced, Familiar, Experienced, or Seasoned are used, always assume the lowest level for that word. So, if a character starts out familiar with his bargain skill, that means skill level 2, not 3 or 4. However, if the Sholari describes a non-player character "as an experienced seaman," that could refer to any of levels 5, 6, or 7.

SECTION 1:

CHARACTERISTICS

REVISED CHARACTERISTICS

Please read the description of the characteristics. Some of their meanings have changed slightly, and Spot and Listen have been added as characteristics. All rolls for characteristics are 3D6 (three six-sided dice added together). MOST IMPORTANT: NO CHARACTERISTIC CAN EXCEED 18.

ROLLING AGAINST CHARACTERISTICS

There are tasks that require a "roll against a characteristic." To succeed in such a roll, a player must roll 3D6 lower than or equal to the characteristic in question. For example, to succeed in rolling against a Constitution of 15, a player must roll a 3 through 15 on 3D6. The Sholari may require 4D6 to be rolled in cases of difficulty or hardship, making it more difficult to succeed. In still other situations, the Sholari may call for a penalty on the roll - telling the players to add some number to their rolls.

I. THE FIRST GROUP OF CHARACTERISTICS

CONSTITUTION: This represents the general health and well being of a creature; it also determines how much injury a character can take before going into shock and the rate at which the body recovers from wounds. The "Stamina" characteristic is initially set equal to a character's Constitution, and is recorded next to the body diagram on the inside of the character sheet. All advantage penalties that a character suffers from injury are doubled and subtracted away from Stamina. When Stamina falls below 0, a roll of 4D6 is made against Constitution. If the roll is greater than the character's Constitution, the character falls unconscious and will go into shock unless a first aid roll is made successfully by a friend.

Rolls made against Constitution on 3D6: To see if a character comes down with the dreaded *"locurian grenn"* when exposed, roll against Constitution. To see if the knock-out limilate succeeds at putting the character under the table, roll against Constitution modified a penalty of 3 *(due to the drink's potency).*

SOCIAL: Social is used to determine a character's background: wealth, family and friends. It rises only when characters interact with a group of people of higher Social than themselves. Social is also used in determining drennship. A character's "Drenn Points" start out equal to Social. When Drenn Points reach 50 for humans, 60 for boccord, and 70 for muadra, the tauther becomes a drenn candidate and may attempt the Drenn Test. The roll for success to achieve Drenn is 3D6 against Social. More about achieving Drenn and gaining Drenn Points at the end of Section 4. Look on the table below to determine your character's initial Skill Level in Interaction and Etiquette. A D6 is rolled for Interaction and a number may be added or subtracted. Treat a Skill Level less than 0 as 0.

SOCIAL	INTERACTION SKILL LEVEL	ETIQUETTE SKILL LEVEL
3 - 9	D6-1	0
10 - 11	D6	1
12 - 14	D6	2
15 - 16	D6+1	3
17	D6	5
18	D6-1	7

COLOR: The Color Characteristic never rises above 18. It can be considered a character's Isho I.Q. Color has many uses. First, it is used to determine the number of "Color Groups" a character knows. There are seven groups in all. The more color groups a character knows, the wider the selection of energy abilities he or she can choose from. Energy abilities are orbs, bolts, interference skills, and unweaving skills. Also, characters cannot activate crystals of a color that they are not familiar with. The Color Characteristic increases very rarely; they never exceed 18.

COLOR CHARACTERISTIC	# Of Color Groups
3 - 5	0
6 - 8	1
9 - 10	2
11 - 12	3
13 - 15	4
16	5
17	6
18	7

How to choose color groups wisely

Players for muadra characters choose their color groups based upon what dyshas they want to learn. If they want their characters to know lightning blast or other Desti dyshas, they must choose the Desti group. *(See page 4 of the character sheet for a listing of dyshas by color group.)*

Players for humans and boccord characters choose their groups based upon the types of crystals they want to be able to use and dysha groups they want to be able to interfere with. *(Page 54 of the Sholari Guide describes the various crystals.)*

The color groups are: **Shal, Ebba, Du, Gobey, Desti, Launtra, Tra**. Everyone gets to choose color groups. They are all equal for the choosing, though there are advantages and disadvantages to each group *(See chapter 4 of the Player Manual for more details)*. When you choose a color group, highlight the name of the group on the back of your character sheet under dyshas and unweave if your character is muadra, and under interfere if you are playing a human or boccord character.

Color Points

The words Color Points appear on the last page of the character sheet. Color Points can exceed 18. They increase as a character learns more energy skills. Color Points are set initially equal to Color Characteristic for humans, and twice the Color Characteristic for muadra and boccord. Whenever a player's Color Characteristic goes up by 1 point, his Color Points go up by 1 point if he is a human, or 2 points for both muadra and boccord.

II. THE SECOND GROUP OF CHARACTERISTICS

STRENGTH: This is a measure of the physical strength of a character compared to others of the same race. The Strength characteristic is used to determine maximum lifting weight and for the character's Strength Bonus. Players will often be asked by the sholari to roll against their character's Strength to see if they are able to hold on to something. Lifting strength is defined as:

The maximum weight that a character can lift in pounds is:
The character's Strength x 10 plus:

0 Lbs.	Muadra
100 Lbs.	Human
200 Lbs.	Boccord

Strength Bonus is determined by the following table:

STRENGTH	STRENGTH BONUS
3 - 7	-1
8 - 15	+0
16 - 18	+1

Find the character's Attack Bonus by adding together a character's Size Bonus and Strength Bonus. The Size Bonus is listed below:

RACE	SIZE BONUS	OTHER RACES OF THE SAME SIZE
Muadra	-1	Thriddle
Human	+0	Woffen, crugar
Boccord	+1	Ramian
	+2	Bronth
	+3	Croid, corastin

Rolls against Strength on 3D6: To hold on to your sword when the arm has suffered a minor wound, roll against Strength. To grab a scragger off of you after it has gotten a bite in, roll against Strength.

Note: Use the difference between the character's Size Modifier and that of the object being resisted as a bonus or penalty added to the character's Strength before rolling. For instance, a boccord would add 3 to his Strength before rolling if he was trying to pull off a beagre - the reason being that a beagre has a defense size of -2 and a boccord has a Size modifier of +1 (beagre are small and boccord are large). On the other hand, if a boccord were trying to get away from a ramian who had a good grip on him, the roll against Strength would go unmodified (the ramian's Size Modifier of +1 cancels the boccord's +1).

Inanimate objects should be assigned a Size when characters apply their Strength against them. Double bonuses and penalties to Strength if the roll is made against an inanimate object. A heavy door that won't budge might have a Size of +3, a stick that's hard to crack, +0.

EDUCATION: characteristic is used to determine what skills a character knows. It is used extensively in Section 3 of this supplement. Every point of Education will be valuable. It is also used to determine the character's initial Skill Level in both written and spoken Entren.

EDUCATION:	WRITTEN SKILL IN ENTREN	SPOKEN SKILL IN ENTREN
3 - 9	0	7
10 - 12	2	8
13 - 14	5	9
15 - 18	8	10

Rolls made against Education: To see if a character knows some fact that doesn't fit well into any category on the character sheet, roll 3D6, 4D6, or 5D6 against Education. The harder the category, the more dice that should be rolled. Assign a penalty in the case of hard questions. A character being asked about the chell of a small city in South Khodre would roll 4D6 against Education (4D6 because foreign Politics isn't an easy subject), and would take a penalty of +3 on the die roll (because the small city is really a small city).

ISHO: Isho is the Shanthic word for life, energy, and vitality. The word Isho appears twice on the character sheet. Listed next to Strength and Education is the "Isho Characteristic." On the back page of the character sheet is a box for "Isho points." Isho Characteristic is just like any other characteristic. Isho points, on the other hand are the number of points of Isho that a muadra, human, or boccord can expend in one day (*approximately*, some characters will regain their Isho faster than others). Humans, muadra and boccord all record the initial number in the Isho Characteristic; humans and boccord write this same number in the Isho Points section. Muadra *double* their Isho Characteristic before recording it in the Isho Points section of their character sheet. The Isho Characteristic rarely changes, but Isho Points climb with time and practice.

Muadra slowly increase this characteristic by practicing dyshas they know well. The higher their Isho Characteristic, the more rapidly their Isho Points will increase. Points of Isho are temporarily drained when muadra use their energy abilities (dyshas). Humans and boccord drain their Isho points when they interfere with dyshas or use their scanning skills. After a good night's rest, creatures of all races return to maximum Isho. Muadra can learn to draw in extra Isho when they need it, such as in the event of an upcoming combat. Because humans and boccord are unable to create dyshas (energy attacks), and can only use their Isho defensively (to interfere with muadra attacks) or to investigate nearby Isho, this characteristic is less important to them. Interference requires one point of Isho for every 2 points of incoming Isho. The scanning skills are described in the skills section, but most of them require Isho as well. The activation of a crystal requires one point of Isho.

The activation of a crystal requires one point of Isho.

Disregard the "Maximum Isho" section on page 16 of the Player Manual. It required too much bookkeeping.

III. THE THIRD GROUP OF CHARACTERISTICS:

SPEED: This is the maximum speed at which a character can sprint in units of meters per round. The number of 2 meter hexes a character can sprint through is Speed/2 each round. In the first round of sprinting, Speed is cut in half (round fractions down). This is an important characteristic when being pursued by a pack of beagre or scragger, or when trying to capture a fleeing opponent. Speed is temporarily reduced when characters suffer wounds. A minor wound to a leg cuts a character's Speed in half, and Speed is also penalized by the same number as Advantage Loss; thus, when a character suffers a major wound to the body, his Speed is reduced by 4 points (because a major wound inflicts a 4 point penalty to Advantage). A minor wound to the body would decrease Speed by 2 points. A minor to the leg would reduce Speed by 2 and then divide Speed by 2 (a Speed of 14 would become 14-2=12,12/2=6, 6 under those circumstances).

AGILITY: Many skills rely upon Agility. A character's beginning Skill Level in the Athletic skill group is determined by Agility. In addition, the sholari will often ask players to roll against their Agility to see if they succeed at a task. Look up a character's Agility on the following table to determine initial Skill Levels in the Athletic Skill Group, Conceal Self (in the Outland Group) Move Silently (also in the Outland Group), and the combat skills on the front of the character sheet from def w/o weapon down. Any characteristic

followed by a dash 'A' on the character sheet is initially determined by Agility.

AGILITY	INITIAL SKILL LEVEL
3 - 6	0
7 - 10	1
11 - 13	2
14 - 16	3
17	4
18	5

Characters of Agility 16,17,18 are automatically combat skill level 1 with all hand-to-hand skills.

Rolls against Agility on 3D6: To remain standing after suffering a minor wound to a leg, roll against Agility. To catch a gemlink tossed to you from a friendly drenn, roll against Agility. To step on the granthix beetle before it crawls under your chair in the illidge, roll against Agility.

AIM: Aim is important in determining the chances of hitting a target with a range weapon like an arrow or an energy weapon. Muadra need good aim to successfully hit with their dyshas (orbs and bolts). Practice can increase a character's skill, but Aim determines a character's initial skill level and maximum potential when using range weapons. Range combat is discussed in chapter 6 of the Player Manual. The following table gives the initial Skill Levels for all range weapons bases on a character's Aim. Characters start out at Skill Level 0 with all aimed weapons unless they trained with them specifically. This will be described more in the skill's section under Range Combat.

Aim	Initial Skill Level for Range Combat	Maximum Skill Level for Range Combat
3 - 7	0	6
8 - 12	1	7
13 - 15	2	8
16	3	9
17	4	10
18	5	10

Although skill at range combat can increase for a character, it may never increase by more than 6 Skill Levels. Thus, a person beginning at skill level 2 (for range weapons) could never surpass level 8 (seasoned).

IV. THE FOURTH GROUP OF CHARACTERISTICS

LEARN: This is the ability of a character to learn from his or her mistakes or experiences, or to figure something out. Rolls of 3D6 are made against Learn from time to time to see if a character has increased in Skill Level with a skill dependent upon Learn. The 3D6 roll must be lower than or equal to the character's Learn for the Skill Level to increase. The system for improvement is described in detail in section 4 of this supplement. Rolls of 4D6 may be appropriate in circumstances where the character has not used the skill frequently.

Rolls made against Learn on 3D6: Some examples of using Learn in game play for situations where no skills on the character sheet apply: "The strange shanthic device almost seems to work, if only I could figure out the pattern to its operation..." "I've seen that man's face before, I wonder where?" "I wonder why the kim won't let me have my pouch back?"

SPOT: When characters are in a situation where they might be able to see someone hiding, or take notice of something out of the ordinary, the sholari calls for a roll against Spot. Those who roll less than or equal to their Spot characteristic will be told what they see. The sholari may assign unknown penalties or bonuses against this roll.

Rolls made against Spot on 3D6: A githerin fails on his roll to Stalk. Each player rolls 3D6 to spot him. If the githerin had succeeded, the rolls would still be made, but at a penalty, depending upon the stalker's Skill Level in stalking. If a tarro is hanging quietly from a tree up ahead, a roll for Spot could be called.

LISTEN: The sholari will call for a Listen roll if there is a chance that a character is able to hear something faint in the background. Those who roll lower than their Listen characteristic will be told what they hear. The sholari may assign unknown penalties or bonuses against this roll.

Rolls made against Listen on 3D6: A power orb knocks down a guard 40 feet away; do the players hear it? A thriddle is tip-toeing out of his room in the inclep; do the characters next door hear him?

SPOT AND LISTEN FOR DIFFERENT INTELLIGENT RACES:

CREATURE	SPOT	LISTEN	CREATURE	SPOT	LISTEN
ACUBON & SALU	6+D6	8+D6	HUMAN	7+D6	7+D6
BLOUNT	6+D6	6+D6	RAMIAN	8+D6	7+D6
BRONTH	5+D6	7+D6	SCARMIS	5+D6	7+D6
CLEASH	6+D6	6+D6	SHANTHA	12+D6	8+D6
CORASTIN	4+D6	4+D6	THIVIN	7+D6	8+D6
CROID	5+D6	5+D6	THRIDDLE	8+D6	7+D6
CRUGAR	6+D6	8+D6	WOFFEN	6+D6	9+D6

ROLLING CHARACTERISTICS

No characteristic can exceed 18.
Rolls of 15 or higher cannot be improved.
Characteristics lower than 15 can be brought no higher than 15 with the use of bonus points (described below).

Have a piece of scratch paper ready. Roll 3D6 each for Constitution, Social and Color. You may swap the three rolls between these three characteristics. Roll a D6. This is your bonus die. Split these points up and add them to Constitution, Social and Color. Add more points to the characteristics you value more. You may not increase a characteristic beyond 15 with these points. If a characteristic is 15 or higher, you cannot add bonus points to it.

Roll 3D6 for Strength, Education and Isho. Swap the rolls as you wish. Roll the bonus die (D6). Caji characters leave their Isho characteristic alone (do not add 20 as in the old system), instead: multiply by two and record this number on the back page of the character sheet, under Isho Points. Humans and boccord record their Isho Characteristic, as is, in the Isho Points box.

Roll 3D6 for Speed, Agility, and Aim. Arrange them as you wish. Roll the Bonus die (D6).

Roll D6+7 for Learn, Spot and Listen. Swap the rolls. Roll the Bonus die (D6).

HINT...

Obey the above restrictions as a favor to the game's sholari. During the course of gaming there will be many 3D6 and 4D6 die-rolls made against your characteristics. If your Constitution, Social, Color, Strength or Agility get too close to 18, you will rarely, if ever, fail such rolls. Success is made sweet only by its contrast with failure. It is no fun to be game master for a group of players whose characters have lots of high characteristics. A reasonable player can have loads of fun with a character of mediocre rolls. I know, I usually get stuck with characters like that.

ADJUSTING OLD CHARACTERS TO THESE CHANGES

If you have a character you have been playing with, make the following changes:

1. If any characteristics are above 18, bring them down to 15,16,17 or 18. Do this by subtracting D6 from each of these characteristics. If this is unsatisfactory, assign them as you wish. Keep in mind that it does not make sense to talk about characteristics above 18 because 3D6 die rolls are made against characteristics.
2. Keep Isho the same.
3. Set your Color Points equal to your present Color Characteristic. Then Bring Color back down to the 15-18 range. Color Points increase as your character learns new energy skills, but Color Characteristic will always be 18 or less.
4. If your character had high Boccord Signature skills, increase your Color Points a little higher.
5. Give yourself Spot and Listen rolls, each 7+D6. Swap with Learn if you wish.
6. Smile. Your character just got better; those characteristics on the front page are going to get used regularly in gaming.

We'll take care of skills in section 3, coming up.

SECTION 2:

RACE, NAME, ORIGIN, PURCHASES

RACE

If you have not already decided upon a race for your character, now is the time. Briefly, here are the advantages and disadvantages of each race:

Humans:

ADVANTAGES: Have the greatest influence and acceptance in Burdothian society. Attaining drenn is easier for humans. Only humans can use energy weapons. Humans are larger and tougher than muadra.

DISADVANTAGES: Humans do not have the dyshas of muadra, nor the size and strength of boccord. Their Color sensitivity is not as acute as that of boccord.

Muadra:

ADVANTAGES: Only race able to use dyshas (orbs and bolts). Can become very powerful. Can learn to use shanthic devices with more ease than humans or boccord.

DISADVANTAGES: Smaller and weaker than both humans and boccord. More easily killed in combat. Unable to use energy weapons. Wield less influence in society than humans. Much fewer of them. Some stigma remains from the Energy Weapons War of 3445 when the caji fought against humans and their energy weapons.

Boccord:

ADVANTAGES: Large, strong, powerful. Rarely picked on. Hard to hurt or kill. Good at picking durlig. Better than humans in their ability to detect, alter, and mask their signatures (Isho ripples).

DISADVANTAGES: Must move slowly in crowds to avoid crushing people and attracting attention. Boccord are a minority among humans. Intimidating to other human races. Some prejudice and question over boccord mentality exists. Tend to stand out. Hard to be inconspicuous. Cannot use energy weapons. More difficult to attain drenn status than humans.

NAME

Here are some sample names for your character:

Daynis Corabe	Lailia MaHenry	Saybah Daveys
Voceridith Dern	Dharla Stevenson	Ken Shelker
Sandra Kosarry	Sloop Argelios	Mike Drammish
Lirgin J. Michaels	Bades Saulsmon	Dennis Dharmery
Lirra Shandane	Esilla Dur'Erris	Cayley Shandane

A FEW FIRST NAMES WITHOUT LAST NAMES:
Kenth, Durma, Skalmin, Hector, Dewsit, Hunch, Barley, Copper, Terry

SOME KID'S NAMES
Mar, Jan, Trinnis (creepy kid), Alyx, Dexter, Ferrit

ORIGIN

Choose an origin for your character. Companion Jorune: Burdoth or Companion Jorune: Ardoth contains dozens of interesting places from which your character can begin. If you don't have the companion, here are some suggestions:

ARDOTH: Capital of the realm. Can't go wrong. Most beginning tauther are from Ardoth because the Hall of Drenn is located within the citadel walls of the city.

GAUSS: Located in the heart of the Gauss Valley. Agriculture is the mainstay of the economy there, in particular, durlig.

SYCHILL: A major ocean trading capital. Many good sailors come from Sychill.

LELLIGIRE: Fabric capital of Burdoth. The imported cushdin silk from the Cushindell Marshes is woven fabulously there. Lelligire and Sydra have been unfriendly to each other since the Ramian Invasion of 3113.

SYDRA: Home of the large temple called the "Thooh'sa." The Sydrans were driven from their homes in 3113 (the present is 3486) to Syls where they founded the city of Elds. Some of these people fled to the forest of Glounda, where their descendants stayed on to the present.

GLOUNDA: From the heart of the Burdothian forest.

PURCHASES

Characters begin with 3D6 gemlinks with which to make their initial purchases. Here is a list of things to spend money on. You can read descriptions of the various items and services in the Player Manual (pages 28-29) and in the Sholari Guide (pages 50-60). The prices listed here are for a small city, like Mar (on Burdoth's east coast).

Drink of rusper	3	gu	Tip on an expensive meal	5	gu
Tip on a drink	1	gu	Night at a scroungy inclep	15	gu
A small meal	3	gu	Night at a comfortable inclep	40	gu
Fast food in Ardoth	2	gu	Night at a classy inclep	1	gl
Tip on a small meal	2	gu			
One handed sword	3	gl	Thikes	100	gu
Two handed sword	4	gl	Sling	10	gu
Knife	20	gu	Spear	60	gu
Axe	250	gu	Bow	2	gl
Battle axe	6	gl	Long bow	350	gu
Club	40	gu	Light cross bow	4	gl
Mace	1	gl	Heavy cross bow	650	gu
Morning star	150	gu	A suit of leather armor	1	gl
Staff	50	gu	A suit of mail armor	1	gm
Thombo & grounding spike	5	gl	Saddle bags	35	gu
5 meters of rope	20	gu	Thombo saddle	30	gu
Lantern	35	gu	Bochigon saddle	2	gl
Oil for a lantern	5	gu	Talmaron saddle	2	gl
Lock & key	25	gu	Horse saddle	1	gl
Metal chest	50	gu	Thombo grounding spike	5	gu
Spikes & hammer	15	gu	Arrows (each)	4	gu
Torch	4	gu	Cross-bow bolts (each)	10	gu
Water skin	5	gu	Shovel	20	gu
Shield (wood w/metal)	5	gl	Pick	15	gu
Toth clothing	20	gu	Thombo cart	4	gl
Tauther clothing	30	gu	One weeks rations	20	gu
Drenn clothing	2	gl	Ceramic viles	3	gu
Kesht garb	1	gm	Leather bound glass viles	15	gu
Clothing for a yord	75	gu	Magnifying glass: UN	1	gm
Professional clothes for:			Telescope (10x): Rare	7	gm
Yordeh, kim member, Iscin:	5	gl	Grooming brush	3	gu
Backpacks	15	gu	Small boat (rowboat)	4	gl
Function cell recharge: UN	1	gl	Power cell recharge: UN	1	gm
Brynk hard wood			Giddyne: UN	10	gl
(2"x4"x12"): UN	50	gu	Giggit pipe: Rare	2	gl
Challisk	1	gl	Jampers: Rare	15	gl
Cleash eggs (average): UN	5	gl	Tenter shines: UN	3	gl
Dichandra stone: UN	3	gl	Whosins: UN	5	gl
Bounty on:					
Sherrids (scrade)	2	gl			
Canther (cleash)	5	gl	Thailiers (Dhar Corondon)		
Chivs (ramian)	7	gl	For each foot of thailier	4	gl
All food prices per pound					
Coditch	1	gu	Kayedi	1	gu
Creshi	5	gu	Mallmis	0	gu
Pickled creshi	10	gu	Rusper	8	gu
Durlig	5	gu	Scolian rusper: UN	40	gu
Gerrig	2	gu	Stomeh	2	gu
Giggit larvae	3	gm	Whall	3	gu
All services per day					
Beaster	1	gl	Fadri (thriddle)	1	gl
Condrij (fighter)	1	gl	Hishtin	3	gl
Daijic	50	gu	Querrid	10	gu
To have challisk marked			in a town:	1	gl
Dysha service (depends)	50	gu			
Bureaucratic service	10	gu			
Challisk cleaned	10	gu			

SECTION 3: SKILLS

OVERVIEW

The term "Skill Level" refers to a character's capability or competence with a skill. Skill levels run from 0 to 10, with Skill Levels 0 indicating complete Inexperience, Skill Level 1 indicating minor exposure, levels 2,3,4 indicating Familiarity, levels 5,6,7 indicating Experience, and 8,9,10 denoting Seasoned level with a skill. As a character uses a skill it goes up in Skill Level (from time to time). All the numbers listed for the different skills on the character sheet tell the chance of using a skill successfully at each level.

Inexperienced refers to	Skill Levels	0,1
Familiar refers to	Skill Level	2-4
Experienced refers to	Skill Level	5-7
Seasoned refers to	Skill Level	8-10

USING SKILLS: ROLLING FOR SUCCESS

Before choosing your character's skills, we thought it would be helpful if you knew what all those numbers in the skill section of the character sheet meant and how to roll for success and failure.

Combat skills, Athletic Skills and Dyshas use a D20 roll for success. The *higher* the roll, the better. All other skills have percentage chances and use a D100. The *lower* the roll of the D100, the better.

Hand-to-Hand Combat Skills

The number listed for hand-to-hand combat skills are the minimum numbers needed on a D20 roll for success. Thus, a person of Skill Level 2 with a sword (Familiar) would need an 11 or higher on a D20 roll. Chapter 6 of the Player Manual describes combat in detail.
HIGH ROLLS ON THE D20 ARE GOOD IN COMBAT.

Range Combat Skills

The numbers needed to hit with range weapons are listed on the combat summary sheets. To succeed with a range weapon, roll as high or higher than these numbers on a D20. The numbers listed on the character sheet for range combat skill levels are the modifiers to these D20 rolls. Thus, a character of skill level 4 with the bow would get a 2 point bonus on any bow attack.
HIGH ROLLS ON THE D20 ARE GOOD IN RANGE COMBAT.

Dyshas

Once a caji is competent with a dysha, a roll need never be made for correct weave of an orb or bolt. In the process of learning a new dysha, failures are common. Each dysha has a listing for skill levels 1 through 5 which is the number (or higher) needed on a D20 for a successful weave. A roll lower than the number listed indicates a mis-weave; the Isho is wasted as the orb unravels or the bolt fragments. All beginning dyshas begin at skill level D6. Treat a roll of 6 as a 5 (fully competent, needs a 1 or higher on a D20 roll). Rules for increasing skill levels and learning new dyshas are presented in section 4 of this supplement.

ROLLING FOR THE SUCCESS OF ALL OTHER SKILLS
(not combat skills or dyshas)

Percentile dice are used to determine the success of most skills. To succeed with a skill, the D100 roll must be lower than or equal to the number listed on the character sheet for that skill. The description of each skill tells what happens in the cases of success and failure for each skill. Most skills go into more detail and describe success and failure at every level of competence. Thus, if a character of skill level 6 (Experienced) succeeds on a roll for Silent Movement, he or she would be more silent and harder to detect than a character of skill level 2 (Familiar) who had succeeded on a roll with this skill.

Just Missing a Roll (*darn it!*)

If a roll is missed, there is a chance that the player avoids complete failure. This is only for non-combat skills. Count the number of Skill Levels that the roll missed by. For example, a 75 is needed for a character at Skill Level 5 in Flora Recognition. A roll of 83 would have been success at Skill Level 6, but not at 5. The character would have missed the roll for success by 1 Skill Level.

For every Skill Level of failure, drop the character's competence down by a whole category. Thus, in the case above, if the roll had been successful, the character would have performed the skill at an Experienced level of competence (for being skill level 5). Because the roll was failed by 1 Skill Level, the character performs the skill at a Familiar level of competence. Obviously, if a character fails by 2 or 3 skill levels, he fails completely.

Seasoned => Experienced => Familiar => Inexperienced (Unfamiliar)

After dropping down to lower and lower levels of success, the character fails. However, failure is different for people of different levels of competence. A seaman seasoned at navigation would probably make a less serious error than someone just Familiar with navigation.

Rolling Really Well

If a character succeeds on a roll by **many** Skill Levels they succeed at a higher level of competence than normal. For every 3 skill levels rolled better than needed, the character succeeds at one higher level of competence. In the last case, a 75 was needed for a character of Skill Level 5 (Experienced) to succeed at his Fauna Recognition skill. If that character rolled a 13 (Skill Level 1 in Fauna Recognition) the roll would have been successful by 4 skill levels. The character would have performed at a Seasoned level of competence because of the really low roll.

A ROLL OF 96 THROUGH 100 ALWAYS MEANS SOME SORT OF FAILURE OR MISHAP.

PICKING SKILLS

Using your Education characteristic, you will choose skills for your character. The process has 3 steps:

STEP 1. Use Education points to choose Skill Groups, Occupation Groups, and Dyshas (for muadra characters).

STEP 2. Use Education points again with one point of Education represents one Skill Level increase with any skill on the character sheet (not dyshas, and not skills with *'s next to their names). Skills cannot be pushed past Skill Level 5 by doing this.

STEP 3. Use Education points one last time. This time, for every point of Education, raise one of your skills in Practical Knowledge by one Skill Level. You can raise these skills to whatever Skill Level you like if you have the points.

NOTE: There are three areas on the character sheet where skills are listed. Do not forget to look at all three sections when selecting your skills.

(1) The front page: Action Skills

(2) The third page: Role-Playing Skills

(3) The fourth page: Isho Skills

(Do *not* multiply your Education by 10 as in the old system.)

STEP 1:
Occupational Groups, Skill Groups, and Dyshas

A Skill Group is a set of related skills that fall into a category, like City Skills, or Animal Handling Skills. You see groups like these on the inside of your character sheet. The number listed next to each Skill Group is the number of Education points necessary to become Familiar with 5 skills from that group and Experienced with 1 skill from the group (Familiar is Skill Level 2 and Experienced is Skill Level 5). There are exceptions to this rule. They are noted directly on the character sheet.

Note: Hand-To-Hand weapon skill levels for ATT (attack) and DEF (defense) are always the same. Raising them together counts as raising one skill.

The Occupational Groups are more expensive, but they give the character all related skills to the occupation. The Occupational Group for sailor gives not only competence with sailing skills, but also with the knife, different athletic skills, languages, and geography - most of what a sailor would know.

CAJI CHARACTERS: Your dyshas are picked with these same Education points, so choose carefully. One Education point buys one dysha. This is the only way to choose initial dyshas. You can not choose dyshas in Steps 2 or 3. Roll 1D6 for beginning level (*treat a roll of 6 as 5*). You may only choose dyshas from the lowest rank of each group. Thus, in Desti, lightning blast and

stiff could be chosen, but in Gobey, only Shield can be chosen. After your character begins gaming, the rule for getting better dyshas will be that you can go further into a Color Group as long as you have learned (at full competence) a dysha from each of the lower steps in that group. The steps are separated by a thin line.

When an Occupational Group and a Skill Group are chosen that both give some of the same benefits, you receive full benefit from only one of them. The effect other one is to increase the character's skill level by one level.

STEP 2:
Skill Level Increases

Round out your character's skills by again using your Education points (starting out at scratch again) to increase whatever skills you wish. Every point of Education represents one skill level of increase. You may not increase skills with *'s listed after them unless you have chosen the Skill Group in Step 1 (above). Skills may not be increased beyond Skill Level 5 in this way (without sholari permission). Any points you were unable to spend in step 1 can be used as extra points in step 2. You may not choose dyshas in Step 2.

Hand-To-Hand weapon skill levels for ATT (attack) and DEF (defense) are always the same. Raising them together by one skill level counts as raising one skill by a skill level.

No skill can be raised higher than skill level 5 (experienced) with individual skill points. Don't raise skills with *'s next to them unless you have chosen the skill group in Step 1.

Dyshas cannot be chosen with individual skill points. Dyshas cannot be increased except through playing.

STEP 3:
Practical Knowledge

For every point of your character's Education, increase one of your Practical Knowledge skills by one Skill Level. Raise'm to whatever skill level you want. Waste em', become an expert in Arithmetic, Current Events, Weather Prediction, History, bugs, etc.

SUGGESTION: Use a highlighter to mark all skill levels up to the one you character has in each skill. If you're skill level 4 in dancing, mark the percentages for Skill Levels 0,1,2,3 and 4 in dancing with highlighter.

WHAT TO DO IF YOU HAVE AN OLD CHARACTER SHEET

You will note that a few skills are missing or renamed. If those skills were important to you, scribble them down somewhere and keep on using them. Other than that, just copy each skill over at whatever skill level you have. If you were right in the middle of increasing one of your skill levels, roll against the appropriate characteristic (described in section 4) to see if it goes up. If there are any other points not covered, talk them over with your sholari. Don't think that you're getting away with anything, because sholari's have ways of dealing with their players too horrible to mention...

DESCRIPTIONS OF SKILLS AND SKILL GROUPS

Okay, now you know how to use skills and how to pick them. The only thing you're missing is descriptions of the Occupational Groups and the skills themselves. We provide descriptions of every skill and its variable levels of success. Descriptions of the dyshas are *not* reprinted from the Player Manual, pages 22-25.

OCCUPATIONAL GROUPS:

MILITIA: *6 pts, 3 years (part time)*

Roll Against Spot, Listen, Constitution, Strength, Aim and Agility for increase. Roll higher than the characteristic and it increases by 1 point.
Familiar with Knife & Fist.
Familiar with one pole-arm or one sword type. Familiar at Shield if one handed weapon was chosen.
Familiar with all Outland. Experienced with Set Up Camp.
Experienced with military etiquette.
Experienced with Earth-Tec in Practical Knowledge.
All Athletics + 2.

BURDOTHIAN MILITARY: *2 more points, 3 more years*

Pre-requisite: Militia

Those entering the Burdothian Military do not enroll in the militia for 3 years part time, but go straight into the military. They receive all of the militia-type training, but gain additionally one of the following groups:

Infantry:
Experienced with a pole-arm weapon and a sword weapon.
Experienced with shield.

Caji Infantry
Pre-Requisites:
Must have Color of at least 13
Must have all of the following: Ebba, Gobey, Launtra.
Skill level 5 with: Power Orb, Shield, Wall, Healer, Night Eyes.
Add 3D6 to Isho Points. Next, roll against Isho on 3D6. Failing to roll under your character's Isho gains an additional 10 Isho points.

Archer:
+3 skill levels to bow, long bow or cross-bow.

Cavalry
Experienced with Animal Handling thombos, horses, bochigon.
Experienced with one pole-arm or one 1-hand weapon.

Talmaron Unit
Experienced at handling talmaron.
+2 range combat skill with one bow weapon (not long bow).
Spot +1

Marine
Swim +3
Experienced with one additional weapon: bow or hand-held.

SAILOR: *4 pts, 3 years*

Sailors are:
Familiar with all sailing skills, Experienced at Seamanship.
Familiar with knife.
Familiar with Geography (Practical Knowledge)
Athletic group +1 to all skills, Swim +3
Familiar with two languages (spoken).

YORD: *2 pts, 2 years*

Yords are:
Experienced at Getting Around
Familiar with pole arms or Familiar with one type of sword.
Familiar with knife & fist
Familiar with Interaction skills with human races.

GITHERIN: *7 pts, 6 years (start young)*

Pre-requisite: Agility must be greater than or equal to 12

Familiar with all Githerin Skills. Experienced with 2 of them.
Experienced with knife.
Familiar with city skills. Experienced with 2 of them.
Athletic skills +2.

MERCHANT: *6 pts, 4 years*

Familiar with City Skills (choose 5 cities). Experienced with Bargain.
Familiar with Outland.
Experienced with Geography (Practical Knowledge).
Familiar with Current Events.
Familiar with 2 other languages (not shanthic).
Familiar with 1 weapon.

FARMER: *3 pts, years as a youngster*

Familiar with all Outland. Experienced with 2 of them.
Familiar with handling 3 animals. Experienced with 1.
Familiar with Flora and Fauna Recognition.

TRANSLATOR: *6 pts, 10 years (some early on)*

Experienced with 2 languages written. Familiar with Interaction & Etiquette.
Familiar with 2 languages written only.
Fluent in one language written and spoken. Experienced in its Interaction & Etiquette.

Familiar with all City Skills. Experienced with Bureaucracy.
Entren spoken and written at Skill Level 10.
Experienced with Geography in Practical Knowledge.
Experienced with Bits of Languages (Classics).

ISCIN: *12 pts, 6 or 7 years (classical or outdoor)*

The Iscin skill class encompasses many fields of knowledge. Becoming an Iscin requires years of dedication during which time many basic skills are studied. Iscin begin with a broad educational base. Assuming an apprentice begins at the age of 16 or 17, a classical Iscin begins at the age of 23 or 24. Iscin rarely attempt Drenn, preferring to remain apolitical. The libraries and Iscin halls of Gauss, Ardoth, S'Nabla, D'Loo, and Tan-Iricid are available to Iscin for reference and research. At high levels of expertise Iscin usually publish their work in these halls of knowledge. There are two types of Iscin, classical and outdoor. Both are described below:

Classical

Classical Iscin are familiar with research and study in pursuits of a classical nature, such as history, mathematics, literature and philosophy. They usually live in cities where libraries are available. Such Iscin have the following skills:

THE CLASSICS: Familiar with all, Experienced with 1.
SCIENCES: Familiar with 2.
3 languages: Familiar written, Interaction, Etiquette. Can't speak them.
2 languages: Experienced written, Interaction, Etiquette. Familiar spoken.
1 language: Seasoned written, Interaction, Etiquette. Experienced spoken.
CITY SKILLS: Familiar with all. Experienced with Bureaucracy.

Outdoor

Outdoor Iscin are the more scientific types. They travel more, spending their time in the field. Iscin of this type study biology, zoology, Earth-tec, Shanthic technology, physics, etc. Such Iscin have the following skills:

PRACTICAL KNOWLEDGE, FLORA & FAUNA
RECOGNITION: Experienced.
ATHLETIC SKILLS: +1
SCIENCES: Familiar with all, Experienced with 1.
CLASSICS: Familiar with 2.
OUTLAND: Familiar with all.
LANGUAGES: Seasoned with 1 in speaking, Experienced written, Familiar Interact and Etiquette.

DESCRIPTION OF SKILLS

COMBAT SKILLS

Hand-to-hand combat skills use a D20 to check for success. One skill counts as both a skill level in ATT (attack) and DEF (defend).

The Advantage modifier to use on the character sheet for hand-to-hand combat depends upon the weapon used. A character of combat skill level 5 with a sword would fight with an Advantage modifier of +2; if that same character is skill level 2 with a two-handed sword, the Advantage modifier with that weapon would be +0. The same is true for defending without a weapon and evades.

Entanglement (*needs attack advantage*)

A entanglement attack is an attempt to lock weapons with an opponent, thus holding him at bay. On a successful entanglement attack, neither opponent may use the locked weapons. An entanglement is considered an attack. Characters may make a defense roll against a entanglement attack. The entanglement ends when the character with the higher advantage decides to break it off. During the entanglement, the character with the higher Attack Modifier can push the other character back 2 meters per round. If both characters are of the same Attack Modifier, roll a D20 to break the tie.

Tackle (*needs attack advantage*)

A tackle is an attempt to bring an opponent down to the ground. Before a tackle can be made, a successful roll to Advance is necessary during the same round. If both these rolls are successful, it still must be determined that the opponent was actually pushed to the ground. The tackler must roll 3D6 successfully against Strength, and the defender must fail on the same roll. Double each person's Attack Modifier and add it to their Strength before the 3D6 rolls. Thus, a boccord of Strength 13, Attack Modifier +1 would need a 15 or lower on 3D6 to tackle a muadra of Strength 16, Attack Modifier -1. However, the muadra would remain standing if his 3D6 roll was 14 or lower.

In a situation where someone has their back turned, a 3D6 roll against the attacker's Strength is all that is needed.

Advance (*needs attack advantage*)

An advance brings a character in one weapon closer. From pike range to sword range, or from sword range to fist or knife range. The defense against an Advance is a Withdraw. If the Advance roll succeeds and the Withdraw roll fails or is not made, then the person advancing has made it in closer. Those unable to defend against an Advance suffer a penalty of 5 points to advantage while using a weapon at a range too close (using a sword against an opponent 2 feet away with a knife). Likewise, the person who made the advance receives a bonus of +5 to advantage each round. The advance is lost as soon as the defender can make a successful withdraw roll, or when the defender's Advantage roll is higher than the advancer's (include bonuses and penalties when deciding).

Withdraw (*any Advantage will do*)

Described in the above paragraph on Advance.

Defend with no Weapon (*defensive advantage required*)

When a character is forced to fight but carries no weapon, defense is still possible. Dodging provides this for the unarmed.

Defend with Shield (*any Advantage will do*)

Defending with the shield greatly reduces the chance of being hit, but it also reduces a character's Advantage by 2 points. A shield can be used every round, regardless of Advantage roll.

Evade & Fall (*defense Advantage needed*)

The evade is an all out effort to avoid being hit during a combat round. Making an evade reduces a character's next Advantage Roll by 5 points. In addition, there is a chance that the character falls during the evade. On very high rolls for the evade, the character falls.

Range Evade & Fall (*defense Advantage needed*)

The range evade involves pretty much just hitting the dirt or jumping to the side from an imminent range attack. To make a range evade, a character's Advantage must be no lower than 5 below his opponent's. If his Advantage is higher than his opponent's, he receives a bonus of 5 on the roll. There is an excellent chance of ending up on the ground after a range evade (only use natural rolls to fall; don't let the bonus of 5 push characters down). Subtract 5 points from a character's Advantage next round who makes such a defense.

RANGE COMBAT

The numbers listed for range combat are modifiers to D20 rolls to hit. Chapter six of the Player Manual covers the topic of range combat starting on page 37. The Advantage Modifier to use with a range weapon is based upon the skill level with that weapon.

ATHLETIC SKILL GROUP

The numbers listed on the character sheet for the athletic skills are modifiers to die rolls made for success on a D20 roll. Each of the physical tasks are described below:

Jump

When a character attempts to jump, the sholari judges the situation and picks one of the following adjectives to describe it:

The difficulty of a jump

EASY: (roll a 2 or higher on a D20) The average person should have no trouble succeeding. There is a chance of failure involved, but the odds are overwhelmingly favorable.
FAIR: (roll a 4 or higher) Not easy, but reasonable. Failure seems unlikely, but possible. Definitely some level of risk involved.
HARD: (roll an 8 or higher) Good chance of failure.
REALLY PUSHING IT: (roll a 12 or higher) Bad odds. Wouldn't want to stake your life on it.
IMPOSSIBLE: (roll a 18 or higher) Looks bleak.
SHATNER: (roll a 22 or higher; obviously only for those of high skill level at jumping). Need we explain further?

NOTE: These are intuitive descriptions, not precise definitions. Obviously, an "impossible jump" can be made, but if you saw eight people before you jump

to their deaths and you were next in line, you would consider it an impossible jump too.

Size Modifier

Next, the sholari modifies the difficulty of the jump by the size of the creature jumping. Humans remain unmodified. Boccord find jumps a little easier due to their increased size: decrease the difficulty by one category for a boccord (a Hard jump would be fair for a boccord). The smaller size of muadra increase the difficulty of jumps by one category (a Hard jump would be Really Pushing It). In general, you can just use a creature's Size Modifier as an indicator to jumping ability (big creatures have it easier, small creatures harder). There are a few exceptions:

Blount:	+1	Crugar:	+2
Croid:	+1	Thriddle:	+1
Cleash:	-1		

Head Start

The sholari should always judge jumps as to how difficult they would be if the character had a full head start. That way, if a character is attempting to jump with too little headway, the difficulty just gets bumped up by one or two categories. Likewise, a character running along side a river bank is penalized one category if trying to jump across. It's better to be running towards a river if attempting to jump across it.

Jumping Up Somewhere

The difficulty in jumping to somewhere higher than the starting point should not be underestimated. If the character tries to land on his or her feet the difficulty should be bumped up by a few categories. Grabbing hold with arms isn't especially easy either. Size'm up as you see them.

Pre-Jump Roll

SIZING UP A JUMP: People are usually pretty good about sizing up a jump before deciding whether or not to make it. There is usually little uncertainty. A person either knows that they can make a jump, or that it's iffy, or that they will fail. Usually, a person will not make jumps they are uncertain about. The level of certainty depends upon the jumper's experience.

MAKING A PRE-JUMP ROLL: Characters of skill level 2 and above are entitled to a pre-jump roll on a D20. This is just like the jump roll itself except it doesn't count as a jump, it is a judgement. If the roll is successful, the jump becomes Fair for characters Familiar with jumping (Skill Levels 2,3,4) and it becomes Easy for people of higher skill levels (those Experienced or seasoned). If this pre-jump roll is failed, the character must make the actual "jump roll" to check for success.

AN EXAMPLE: Froce was in a tight spot. The cleash were just behind him and the river ahead wasn't very inviting. He looked from the mucky shoreline across the narrow, torrential flow. "Spring in the East Trinnus..." he mumbled to himself. This looked like a hard jump, and the muddy banks were just going to make it tougher to get a good running start. "Let's face it," he thought, "This is really pushing it." The jump was far from certain, but the clacking of cleash feet on the move catalyzed Froce into action. Gathering as much speed as possible, he ran toward the water's edge. Reaching the river's brim, he leapt forward with both feet, hurling himself to the rocky bank of the river's far side. He landed on his behind, feet skidding into the mud ahead of him. There was no time to think about any of this though. Froce was back on his feet, running into the dark jungle that lay ahead. "Four days to Miedrinth," he reminded himself.

In this example, the jump described would have been Hard, but because of the poor footing it became Really Pushing It. Such a jump requires a 12 or higher on a D20. But because Froce is skill level 4 in jumping, he needs a 10 or higher, and he gets to make a roll to size up the jump. Unfortunately, the sizing-up roll was a 7, and Froce ended up uncertain as to whether he could make the jump. Had the cleash not been in hot pursuit, he wouldn't have risked it, but as things were he had little choice. The roll for success was a 17, and he ended up on the opposite bank of the river.

Climbing

When a character attempts to climb a tree, rope, or rock, the sholari assesses the situation and chooses one of the adjectives used for jumps. The ideas presented in the description of jumping all apply here except that there is no bonus or penalty for creatures of different size modifiers; i.e., humans, muadra and boccord all have the same chances on climbs. In climbing, however, a creature's strength bonus does help. Creatures with a strength bonus of +1 (for strengths of 16,17,18) find climbs to be less difficult by one category, while those of especially low strengths find climbs one group of difficulty harder.

Failure in climbing does not necessarily mean a fall to your character's death. As in jumping, a pre-climb roll is allowed. The character has a good idea as to how safe the climb is in most situations. Failure indicates that the character cannot complete the climb and must return to the starting point. A successful roll against strength or Agility are required for this. If a character fails on both of these, after attempting a climb that they weren't sure of, it is not the sholari's responsibility.

FOR EXAMPLE: Belshew thought it would be great to sneak into the inclep through the second story window so that he could enter the Drenn Gathering and find out what all the commotion was about (the yords at the front door wouldn't let him in). It was dark, and the day's rainfall had slickened the wooden grating. The climb didn't look any too certain, but Belshew was determined to get in there. "Got to find out what they're up to," he whispered to himself. About two thirds of the way up (9 feet, or 3 meters), the unlucky human thing lost his grip and went tumbling backwards, into the shrubs outside the Cappisilion Inclep. He landed hard on his left ankle, bruising it badly and scraping up the rest of his body in the prickly shrubs. "Probably just talking about stupid stuff," Belshew decided. He limped southward to Vintch St. and slowly made his way back home.

In this example, the climb attempted by the character would have been Easy, but the wood was slippery and Belshew isn't very strong (Strength of 7). Had the sholari been particularly picky, a penalty for climbing at night and for the character's intoxication (normally he's Skill Level 3, but under these circumstances he acts like a skill level 1) could have been imposed. Let's assume instead that the sholari is in a generous mood. The climb is now a hard one. A roll of 8 or better is needed. On the pre-climb, a 6 is rolled; Belshew isn't sure if he can make it, but he climbs anyway. The character then rolls for the climb and gets a 5; A roll against Strength and agility are then called for. Against Agility a 17 is rolled, and against Strength, a 10. Belshew doesn't shimmy down the side of the illidge, he looses his balance and falls backwards into the shrubs. For falling 3 meters, 2D6 is rolled, and 1 point is added (for the number of extra meters over 2 meters). This information is listed on page 42 of the Player's Manual. The roll was a 9. Plus 1 yields 10. Belshew suffers a minor wound. The combat summary sheet random location roll determined that a leg was injured. A D6 was rolled for which leg, and then again for how far down the leg. The result was a sprained ankle.

Swim

Although this skill can be used to determine whether or not characters drown after a ship goes down, such a morbid situation is the least important thing we might wish to discuss (roll 4 or higher in medium seas to stay alive; apply skill modifier; re-roll every hour). Now that that's taken care of, let's examine swimming skills that matter more in role-playing: the ability to swim away from something in the water, swim across a river or small lake, or swim underwater to recover something dropped out of a boat. As for swimming across a river, use the adjectives listed for jumping to decide how difficult the task is. Apply skill level bonuses. If a character fails on the swim roll, he or she is dragged down-stream a bit before another roll can be made to recover control (by that time, the rapids probably approach, and the Fair swim to the other shore becomes virtually Impossible; heh heh heh).

Crowd maneuver

This skill comes in handy in any metropolitan area, your local claysis, bazaar or crowded illidge. The sholari chooses one of the following adjectives as best describing the situation:

CROWDED: (need an 8 or higher) Quite a few people out and about.
PACKED: (need a 12 or higher) Hard to get around.
BLOCKED: (need an 18 or higher) Nearly impossible to cut through crowds.

The way in which this skill is used is not too unlike jumping. Choose an adjective, boost it up or down based upon the creature's Size Modifier (the bigger the creature the harder the crowd maneuvering will be). Add to the number needed the character's Skill Level modifier and any bonus or penalty for encumbrance; i.e., carrying an armful of whosins through a crowded illidge might bring a penalty of +4. The D20 roll indicates whether the character is

able to make it through the crowd without tripping up, bumping hard into someone or becoming blocked for 3 or 4 rounds (a round is 2 seconds long).

FOR EXAMPLE: In hot pursuit, Larry Barris was falling behind the githerin scum who had picked his pocket. The greasy little thing had slipped into the Ardothian Bazaar and was making his escape. Entering the packed arena of the Bazaar, Larry knew that the bouquet of flowers he was carrying was just going to get in his way if he wanted to corner his quarry and get his money back. Tossing the bouquet at a boccord jerky-seller, he shouted "I'll be back," and sped into the crowd. He jetted between people, cut through couples, and said lot's of "Skewz me"'s. He could make out the bobbing head of that grimy little muadra about 10 meters ahead. "Cut around this kiosk," he thought to himself, "I'll nab him on the other side." As Larry dodged out of the way of a small pack of beagre, he fell shoulder-first smack-dab into a corastin. For a moment, this whole area of the bazaar fell silent. With a durlig bryitt in one hand the corastin pulled Larry up to eye level with the other. All eyes were fixed on this scene. "I'm eating," the corastin garbled between chews. "That githerin creep stole my pouch!" Larry forced out between labored breaths (the corastin's grip was too tight). But by this time there was no githerin to point to; he had fled west to the Isho Free area by the river's edge. Realizing the futility of the chase, Larry offered a delicate "Sorry." The corastin dropped him free and continued his meal. Larry fell to his feet, collected himself, and slowly made his way back to the boccord jerky-seller to ask for his flowers back.

PRACTICAL KNOWLEDGE

It is assumed that everyone can demonstrate some degree of practical knowledge. These are not skills to which people usually dedicate scholastic effort. They are picked up here and there, learned slowly from experience.

Flora Recognition

Chance of being able to identify a plant. Variable levels of success are listed below:

*UNFAMILIAR:*Probably doesn't know the name, where it comes from, etc. Roll for success to find out.
*FAMILIAR:*On a successful roll knows the name. Knows any basic properties, i.e., edible, poisonous.
*EXPERIENCE:*On a successful roll knows the name, where it grows, any special properties.
*SEASONED:*Knows name, where it grows, all important properties on a successful roll.

Fauna Recognition

Chance of identifying an animal. Below are some variable success rolls:

*UNFAMILIAR:*Probably never heard of it. Roll for success.
*FAMILIAR:*On a successful roll knows the name and whether it poses any special danger.
*EXPERIENCED:*On a successful roll knows the name, where the creatures are common, and any special abilities they might have (dyshas perhaps).
*SEASONED:*Knows everything about the creature, including vulnerabilities on a successful roll.

Geography

Chance of knowing where a place is or having heard of it; knowing how to get there at higher skill levels. Variable success rolls:

*UNINITIATED:*Probably never heard of it. Roll for success.
*FAMILIAR:*Probably knows the name and a basic fact or two about the place. Roll for success.
*EXPERIENCED:*If successful, knows where it is and a reasonable guess as to the best way to get there.
*SEASONED:*On a successful roll, has traveled there or knows a great deal about the place. Knows special ways to get there, who lives there, important exports and imports. Is familiar with the surrounding areas as well.

EXAMPLE: Krista Maulnine is skill level 3 at Geography. A non-player character woffen asks is she is familiar with the little woffen town of Shelwuhoo. A basic 30% appears on the character sheet for such a roll against geography at this skill level. The roll is 2, indicating that she has heard of the place. As a matter of fact, because her roll is three skill groups lower than the group of skill level three, she has an 'experienced' knowledge of Shelwuhoo. The sholari decides that she grew up near a woffen family from that woffen enclave.

In the above example it would have been reasonable for the sholari to have pitched the question at a penalty of two skill levels. Meaning, that a person of skill level 3 would, for this question, have the competence of skill level 1.

Geology

Familiarity with rocks and minerals, ground types and landscapes. A person with good geology skills will have a good idea where to look for water, basic chemicals, and shale. Variable levels of success include:

*NOVICE:*Probably never heard of the stuff; never seen it. Roll for success.
*FAMILIAR:*On a successful roll knows the name, obvious properties. Can make reasonable uneducated guesses.
*EXPERIENCED:*If successful, knows the names of most minerals and rocks. Knows how terrain ahead will look. Can predict water location and raw materials.
*SEASONED:*On a successful roll, is ingenious at finding water, minerals, caves, etc. Knows the properties of many materials.

Weather

Ability to predict short-term future weather. Knowledge of barometers at higher skill levels and how to interpret their readings. A major facet of this skill is knowing how long a storm is expected to last and an understanding of seasonal weather. Variable levels of success:

*NOVICE:*Hasn't a clue what the future weather will be. Must guess. Roll to check.
*FAMILIAR:*Knows some of the relationships between temperature humidity and weather. Can use a barometer to determine upcoming storms. Roll for success at that task.
*EXPERIENCED:*Understands barometers and some of the basics involved in weather prediction. Roll for success in this attempt.
*SEASONED:*Understands weather prediction in technical terms and is familiar with the area where forecast are attempted. A success roll indicates whether the prediction is correct.

Earth-Tec

Familiarity with the names and capabilities of different Earth-tec devices. It is because of the Energy Weapons War that many people have an awareness of these device's existence, but few understand their limitations or powers. The sholari will assign Skill Level bonuses or penalties depending upon how complex or obscure a piece of Earth-Tec is. Variable levels of success are described below:

*UNFAMILIAR:*Has heard of the existence of energy weapons but does not understand them to be different in concept from other powerful devices. Thinks of them as weapons that pretty much only humans control. On a successful roll, is able to use a piece of Earth-Tec.
*FAMILIAR:*On a successful roll knows the names of some of the Earth-Tec. Knows that they require devices to be placed in them to operate. Such a person understands that they are inherently different from dyshas and classical weapons. Has seen such devices and has a good idea as to how they operate.
*EXPERIENCED:*Knows the role of power cells and function cells. If successful, knows the name of any piece of Earth-Tec. Such a person understands the capabilities of the devices and understands the basic uses for buttons and switches on Earth-Tec devices (safeties and power on switches).
*SEASONED:*Understands the capabilities of Earth-Tec and has a reckoning as to power of the weapons. Has extensive knowledge of the names of the various devices as well as their characteristics. Has personal experience with Earth-Tec devices and is familiar with their operation. Roll for success to see if the person's knowledge of a particular piece of Earth-Tec is complete.

Arithmetic

Skill levels in Arithmetic describe the computational competence of an individual. This skill is placed on the character sheet mainly for use in employment. Thriddle in search of querrid are often looking for those competent in calculation. A successful roll against skill level in Arithmetic indicates that a mathematical story problem is correctly solved. Failure indicates a mistake at some point.

History

Knowledge of important historical events. At low levels, history of one's home region. At higher skill levels detailed knowledge of important events such as the Energy Weapons War, the Ramian Invasion of 3113, etc. Variable levels of success:

UNINITIATED: Knowledge of history goes back not much further than the time of the person's birth. Has heard of some of some important events but does not understand them or their importance. Roll for success to see if the person knows anything about a historical topic.
FAMILIAR: Knows the names of many of the important events in Jorune's history. Understands the history of their own locale. Can recount bits and pieces about the past. Make a roll for success on any particular point.
EXPERIENCED: Has a grasp on the history of the last century. On a successful roll knows the names of any major conflicts or struggles. Knows a major player in some international affair of the past. Has somewhat sophisticated views about the world's present state as a reflection of the past. Can recount numerous details of specific engagements.
SEASONED: Understands the important thrusts that recur in Jorune's history. Has detailed knowledge of wars and engagements between different powers as well as important figures and strategically significant areas. Great sophistication in views and attitudes on the state of the world (not necessarily correct). Such a person knows the general outline of Jorune's history from the time of Iscin, forward. Roll for success on any individual topic.

Lore

This is a measure of the amount of fable and lore that a person can recount or remembers. Much of this is children's lore, but is sometimes based in fact. Variable levels of success are described below:

UNLIKELY: Doesn't know any of this stuff. Doesn't understand where people get these stories or what they are about. Roll for coincidental success.
FAMILIAR: Has heard the most popular of the common lore. Knows the names and important characters in the fables as well as the outcomes. Roll for success on any selected legend.
EXPERIENCED: Has detailed knowledge of fables and lore. Probably gained this experience among family members or from other children whilst growing up. Can recount many stories and fables. Has a good chance of coming up with a decent story by himself. Knows enough of them to predict the outcome of a fable never heard. Is automatically Familiar with History and Story Telling. Roll for success.
SEASONED: Grew up in a real story-telling environment. Knows the stories and fables like the back of his hand. Knows all the names of the people involved, and can sometimes link lore back to its origins. Is automatically Familiar with History, and Experienced at Story Telling. Roll for success.

Current Events

This is the knowledge of local politics and events for whatever reason they arise. At low skill levels people know what's going on around them. At higher levels, a cohesive picture of the local world is possible. Here are the variable levels of success:

DISINTERESTED: Unaware and unappraised of major political events and happenings. Doesn't know who wields what power.
FAMILIAR: Knows bits and pieces of what's going on and who the most visible officials are. Is apprised of recent major events. Is in contact with well informed people.
EXPERIENCED: Stays in touch with current events. Can back up judgements on important issues.
SAVVY: Knows what's happening in the surrounding areas. Knows the names of important officials and leaders. Understands the power structures and their political complexities. Probably has a way of finding out what's current in other areas.

ARTS

Dancing

Percentages listed for dancing express the chance that the person is able to make a reasonable showing dancing. People either dance, in which case they improve, or they are non-dancing types who remain at low skill level. Variable levels of success for different skill levels are listed below:

HEEL-MAN: Person can't dance to save own life. Best not try.
FAMILIAR: Can dance if invited. Takes courage to dance in public at this level of expertise, but failure is uncommon.
EXPERIENCED: Dances well. Should have reasonable confidence in ability.
SEASONED: Probably performed professionally. Can make a positive impression as a good dancer.

Singing

Chances listed for singing indicate to what level of competence a person can hold a tune or sing a song they are familiar with. This is not a measure of the number of songs a person can sing. An unskilled roll indicates off-key, discordant melodies. Variable levels for success:

UNSKILLED: Can sing at the level of an average person singing a tune.
FAMILIAR: Can hold a melody.
EXPERIENCED: Sings well. Knows many songs.
PROFESSIONAL: Very talented. Large repertoire of songs.

Dichandra Stones, Jampers, Tenter Shines, Whosins

Chances listed with musical instruments are used to determine the level of competence. Variable levels for success:

UNSKILLED: Doesn't know how to play the instrument. Might be able to squawk out a few chords.
FAMILIAR: Has had a brief introduction to the instrument. Can play simple melodies.
EXPERIENCED: Plays well. Can hold the interest of listeners.
PROFESSIONAL: Plays very well. Can hold the interest of large audiences for a long time.

Carving

These percentages describe levels of success and competence in carving. Use this category for wood carving and sculpting. Variable levels for success:

UNSKILLED: Can scrawl initials into a tree and carve a toothpick. Not especially talented with a blade.
FAMILIAR: Is able to carve a basic shape or piece of art with a little work. Let successful rolls indicate an interesting piece of work, and failures indicate either artistic failure or failure of technique.
EXPERIENCED: Good wood carver. Is great at making small attractive presents for children, walking sticks and kallips (small wooden tops sometimes carved from coditch hocs).
PROFESSIONAL: Can carve intricate patterns and objects.

Painting

These percentages describe levels of success and competence in painting. Variable levels for success:

UNSKILLED: Cannot paint.
FAMILIAR: Can paint basic shapes, but not in perspective and not especially well scaled.
EXPERIENCED: Can create reasonable compositions, balance color. Technically competent. Can paint signs, walls, paintings, etc.
SEASONED: Able to paint beautiful pieces. Good sense of color and balance.

Story Telling

Chances listed for this skill indicate how well stories can be told. Good story tellers will captivate audiences around midnight camp-fires. The less experienced may draw yawns instead of cheers.

TYRO: Tells stories in a long-winded, dull sounding manner. Those listening show the tell-tale signs of nodding off to sleep, arms propping up heads with fluttering eyes that slowly settle and close.
FAMILIAR: Not too bad. Can get the point across and sometimes draw some positive reaction from the audience.
EXPERIENCED: A story teller who knows the right way to weave a tale. Almost anyone is interested in the types of stories told by an experienced story teller.
SEASONED: Ripping yarns of unpredictable variety spout endlessly from the mouths of the truly talented, bringing forth a flood of laughter or interest, as the speaker desires. A simple recount of a trip to a neighborhood beagre-infested clep by such a person is enough to bring the weak to their knees.

Oration

Chances for this skill indicate the level of competence, and hence, the level of interest of an audience. This skill is based upon carefully worded statements and tactful delivery. The sholari judges the difficulty of the audience in terms of either a skill level bonus or penalty. A tough, cynical group might earn a penalty of 3 Skill Levels when it comes to making the die roll. A group of eager tauther might produce a bonus of 3 skill levels for the drenn passing out a few facts. Variable levels for success are listed below:

NON-SPEAKER: Unskilled delivery. Not likely to sway anyone's opinion regardless of the facts presented.
FAMILIAR: Somewhat refined speaker.
EXPERIENCED: Can speak deliberately to sway others. Capable of vocalizing cleverly constructed arguments.
SEASONED: Polished at presentation. Can talk on his feet. Can make contradictory ideas seem complementary. Can rouse crowds.

CULTURE

Speak

Chances listed for speaking skills tell the sholari the level of competence with which a speaker is able to communicate ideas. High skill levels virtually preclude misunderstandings, while those of lower skill levels misinterpret more frequently. Knowledge of one's native language is determined by Education characteristic. Variable levels of success are described below:

NON-SPEAKER: Has no familiarity with the language. Can smile and nod when spoken to.
FAMILIAR: Has an inkling as to what is being said and can react with basic responses. Such a person could receive simple directions.
INTERMEDIATE: Capable of carrying on a conversation or discussion. Incomplete vocabulary but the ability to ask and understand the meanings of new words.
FLUENT: Has no trouble communicating in the language. Rarely miscommunicates an idea or fails to understand another person.

Written

Chances listed for written skills are used in much the same way as spoken percentiles. High skill levels virtually preclude mis-translation, while lower skill levels invite mis-understanding. Variable levels of success are described below:

UNFAMILIAR: Completely illiterate.
FAMILIAR: Can make out simple noun-verb constructions and piece together parts of sentences.
EXPERIENCED: Can read texts at a reasonably high difficulty.
PROFICIENT: Reads the language at the level of a native speaker with good reading skills.

Interaction

Percentiles listed for interaction skill levels tell the sholari with what skill a person is able to interact with creatures of the same or different race. High skill levels indicate that a person usually glides through touchy situations with local folk easily. Those of low level with this skill may find that they get into an awful lot of trouble for seemingly little reason. This skill is used mainly for people on the street, not for dining at the Dharsage Palace. Most player characters will start at level 2.

AWKWARD: Has trouble dealing with other person on a day-to-day basis.
FAMILIAR: Blends in well in most social situations.
EXPERIENCED: Knows how to go about making a new friend or bringing peace to a hostile situation. Knows enough about the race to offer something helpful.
SEASONED: Understands the essential parts of another race's culture. Can figure out others' motivations.

Etiquette

Percentages for this skill indicate the chance that a person will function successfully in a situation where some special etiquette is called for. At lower skill levels, characters are sure to make a faux pas. Those of high level in Etiquette are able to interact with the socially adept in the society. Etiquette differs from Interaction in that Etiquette is used in situations where the correct actions are more formally complex (spoon on the right, thriddle are to be seated at the ends of tables, etc.). Variable levels of success are described below:

INEXPERIENCED: Hopeless at handling one's self in a social situation where special conduct is required. Such a person has little or no understanding of what is expected and can only hope to avoid causing a scene by shirking interaction.
FAMILIAR: Knows enough to stay out of trouble, but has difficulty with any intense interaction. Such a person provides little help during a tense moment, but is of minimal liability.
EXPERIENCED: Can handle one's self capably in most situations. Such a level of experience with another culture practically precludes the possibility of committing a serious error in manner. It becomes possible to excuse to guests the questionable acts of traveling companions unfamiliar with the culture.
SEASONED: Able to handle almost any situation. Knows the intricacies of the higher social structures of the culture. Can explain in most situations the unusual behavior of companions.

SAILING

Basic Seamanship

Chances listed indicate the level of competence with rope knotting, establishing rigging and other vessel requirements can be accomplished. Most of the basic skills are such that a person either succeeds or fails; do not split hairs on a sailor's knots. Variable levels of experience are described below:

UNFAMILIAR: Has spent little or no time working aboard ships. Most rich passengers fit into this category. Incapable of tying any of the basic knots, unfamiliar with all but the most basic parts of a ship. Failure on almost any attempt.
FAMILIAR: More experienced passengers and sailing initiates are considered "familiar." Knows the names of the different part of a ship. Familiar with the names of ships.
EXPERIENCED: Competence with all of the basics of seamanship. Understands technically the responsibilities of the various crew members. Knows the names of many ships, their characteristics.
SEASONED: Has spent a long time at sea. Basic seamanship is second nature at this point. Knows the names of all the ships and their sailing characteristics.

Sail Master

Percentiles for this skill indicate competence more than success. A sail master is responsible for the state of the riggings and the preparedness of the sailing crew. In the advent of dangerous circumstances an especially bad roll on the part of the sail master could spell disaster. Variable levels of success are described below:

INCOMPETENT: No understanding of the responsibility of the sail master. Is not familiar with the principles involved with sail arrangement.
FAMILIAR: Understands the goals and tasks of a sail master but has little experience in carrying them out. Will make many mistakes, but at this level of experience, supervision prevents catastrophe.
EXPERIENCED: Able to make good, competent decisions regarding rigging and ship maneuvering. Good at identifying and predicting where trouble might crop up.
SEASONED: A real whip at maneuvering a ship. Can make good, rapid judgements.

Navigation

Percentages for this skill are used to determine the level of competence and hence the time needed by a navigator in calculating course to a destination. Those unfamiliar with the procedure are prone to error while those of greater experience are apt to plot safe, fast courses. Variable levels of success:

UNFAMILIAR: Not a navigator. Does not understand the principles involved in navigation. Cannot plot a course.
FAMILIAR: Understands the task but must work hard to calculate an appropriate course for a journey of any distance. Success at this skill level indicates a reasonable course has been plotted (a fair mix of geography, seasonal information, ports, safety and time).
EXPERIENCED: Automatically Familiar with weather forecast. Can use a sextant. Can readily familiarize himself with new oceans or lakes. Rapid at basic navigational skills.
SEASONED: Can rapidly and concisely figure course, speed, layovers, weather patterns, and shortest and safest routes. Can use the moons and stars to help plot course.

Ship Wright

Percentages listed for this skill indicate the level of competence with which the person manufactures sailing gear and ships. Poorly built hulls will leak and loosely fastened rigging will snap. Though almost anyone can make something that will float, it takes skilled hands to create a sailing masterpiece that will ride the currents from Ardoth to Lundere. Variable levels of success are described below:

UNFAMILIAR: Incapable of creating anything that can survive rough seas. Can build a raft for a lake on a successful roll.
FAMILIAR: Capable of building (with some help) a small raft or simple canoe on a successful die roll.
EXPERIENCED: Can build small rowboats, canoes and rafts on a successful roll.
SEASONED: Can build small ships, sailboats, etc. Roll for success.

Githerin

"A githerin is a person of craft, of probable deceit, of street living. The githerin's heart is warm to its own kind, but will seek to steal from all others."

Barry Delane, Klade Father
Speaking to a group of children

Lie

Percentile for this skill indicates how convincingly a lie is told and with what cleverness it is constructed. A high skill level will only accompany a reasonable looking, fairly normal person. The Non-Player Character listening to the lie is assigned a difficulty level in terms of Skill Levels. There are no variable levels of success. Use the percentages listed and apply NPC bonuses or penalties.

Pick Pockets

Percentages for this skill indicate whether a person is successful at picking a pocket without being detected. Apply a skill level bonus or penalty depending upon the target.

Pick Locks

Percentages for this skill tell the sholari the person's competence in picking locks. Those of high skill level will be faster, leave no sign of their work and will be able to pick a greater variety of locks. Variable levels of success are described below:

UNFAMILIAR: Does not know how to pick locks.
FAMILIAR: Knows how to go about picking a lock. Performing this feat at a "familiar" level usually requires from five to ten minutes and leaves signs of tampering.
EXPERIENCED: Not quite professional, but is fast, quiet, and versatile. Can pick an average lock in under a minute.
SEASONED: Knows how locks are constructed. Understands their internal mechanisms. Works fast, works quietly, leaves little or no trace of work. Someone seasoned at picking locks can complete an easy task in a matter of seconds, perhaps 10 seconds.

Underground Information

Skill level in Underground Information indicates the number of underworld connections the githerin has. Variable levels of success:

UNFAMILIAR: Has no connect to the world of githerin. Success indicates ability to fence goods.
FAMILIAR: Has a few githerin buddies who can help out in a jam, provide information, locate someone, fence stolen goods.
EXPERIENCED: Knows many githerin and low level scum that can provided information or assistance.
SEASONED: Spends virtually all time with githerin and their kind.

Poison

Percentages for this skill indicate the chance of creating a poison from a set of basic ingredients. The juices taken from beagre-spray can be coaxed into growing into a nasty culture that brings with it nausea, chills and unconsciousness. Githerin are capable of creating deadly poisons as well, but we leave the details of such dark tasks to those who would commit them... A failed roll in making poison could have a number of meanings: the poison is sweet tasting and safe, it is deadlier than expected, the poison has effects other than intended. There are no variable levels for success. Anyone can grind up glass, it's just that githerin are more likely to.

Stalk

This is the ability to follow someone down dark streets in Ardoth's south-side, or stalk an informant as he travels to the home of the buyer. A character's initial skill level in Stalk is the same as the higher skill level between Move Silently and Conceal Self. Characters attempting to detect a stalker may roll against either their Spot or Listen, which-ever is higher. Variable levels of competence are described below:

BUNGLER: On a successful roll, penalize Spot or Listen roll by 1 points.
FAMILIAR: On a successful roll, penalize Spot or Listen roll by 4 points.
EXPERIENCED: On a successful roll, penalize Spot or Listen roll by 7 points.
SEASONED: On a successful roll, penalize Spot or Listen roll by 10 points.

CITY SKILLS

Bargain

The skill levels for bargain are used as a measure of competence and capability in the arena of buying. Though this skill is most useful in surplus purchases and the common market place (the "claysis"), those seasoned in bargaining are sometimes able to bargain for ship passage, a night's stay at an inclep, or the temporary use of a thombo. Treat rolls in the following way: if both bargainers succeed on their rolls, the one of higher skill level bargains better. If one person makes their roll, that person has bargained better. If neither succeed, five minutes was wasted; roll again. Variable levels of success are described below:

SUCKER: Unfamiliar with the world of bargaining. Can suggest a deal with a clep owner or a merchant, but isn't very good at inventive bargaining. Easily spotted, and gets the raw end of the stick from time to time.
FAMILIAR: Understands the basics of a bargain. Knows how to prioritize needs while haggling. Rarely gets taken.
EXPERIENCED: Can drive a hard bargain. Is inventive in coming up with a comparable exchange, say, for a week's stay at an inclep such a person would offer to teach the inclep owner's child a little bit of Boru.
SEASONED: A butcher in the claysis. Knows just how far a person can be pushed. Can bargain for goods, clothing, services, information, you name it. At this level of competence, people are attracted to bargaining with such a person.

Bribe

Percentages for this skill indicates success or failure. There are no variable skill levels to describe. Success at bribing is determined largely by non-player character's ability to be bribed, which should judged as a skill level bonus or penalty by the sholari.

Fast Talk

There are no variable levels of success for this skill. Fast talk either succeeds or it fails. The skill basically involves trying to talk someone into doing something that they would normally not be inclined to do. Talking a yord into allowing you in a building after hours or talking an official into signing some papers for some terribly jumbled reason. The success of fast talk relies upon the ability of the speaker to confuse the listener into agreeing to some unreasonable request. Failure indicates that the listener has figured out that the request is unreasonable and that the speaker's facts are contradictory or extraneous. The difficulty of the target is assessed by the game's sholari and is assessed as a Skill Level bonus or penalty.

Getting Around

The percentages listed for this skill are used to determine the person's competence at getting around the town that they are the most familiar with. Space for additional towns and cities is provided on the Character Background Page stuffed inside each character sheet. Those of higher levels will be able to travel to and point out important or significant areas in a familiar city. Those of low skill level who have lived in a city of any period of time are basically ignorant of the city around them and rarely wander from their necessary daily paths. Variable levels of success follow:

UNINITIATED: Does not know the layout of the city nor points of interest. Probably does not live in the city. Is incapable of rendezvousing at other than major intersections. Gets lost easily. Takes two to three times too long to get from place to place. A successful roll indicates that he is able to get somewhere without getting lost.

FAMILIAR: Knows the names of the major streets and points of interest. A successful roll at this skill level indicates familiarity with the street or location of interest. Another successful roll indicates that the person can get there without asking for directions. Can travel the city with reasonable speed.
EXPERIENCED: Knows the city well. A successful roll at this level indicates knowledge of the area in question and any points of interest nearby.
SEASONED: Knows virtually every city street and important resource. A successful roll indicates personal experience with the area in question, and the location of cleps, incleps, illidges, and the homes of important officials living nearby.

Hide

Success at this skill indicates that the person has been able to hide himself without notice somewhere on a city street. There are no variable levels of success, though especially low rolls can be taken to indicate really clever spots to hide in.

Contacts

The skill levels for "contacts" indicates the ease with which a person is able to get information or scrounge up an item. This skill is similar to Underground Information except that it deals with friends and acquaintances instead of low-life contacts. Higher Skill Levels indicate a greater number of potential people who might be able to help out in any given situation. Variable levels of success are described below:

LONER: Probably does not live in the city to have so few contacts. Success indicates that the character coincidentally knows someone who is able to provide information or offer some sort assistance.
FAMILIAR: Knows a few people here and there. Has probably lived in the city for some time but has made no "special" effort to meet people. Success indicates that the character is able to find D3 contacts who can provide information or assistance.
EXPERIENCED: Knows many people who can be of potential help when information or assistance is needed. A successful roll indicates that D6 people can be contacted.
SEASONED: Has lived in the city for some time. Can contact a number of people with little notice. Success indicates that 2D6 people can be sought out for information or assistance.

Bureaucracy

These skill levels indicate a person's competence at dealing with a large, complex bureaucracy. At the lower skill levels people get shuffled around from clerk to clerk, sun-up to sunset. Those more experienced with the system will know how to handle administrative foul-ups, cutting time lost to a few hours. A successful roll does not indicate that the problem is completely resolved. Paperwork must often be re-submitted. Variable levels of success follow:

UNFAMILIAR: Target of the mean clerks. Failure indicates that the person must waste a whole day getting bounced from one office to another before another attempt can be made. If the roll is successful, only a single day is lost.
FAMILIAR: Doesn't understand the way the system works, but has dealt with it enough to bypass some of the obvious delays. A failure at this level of difficulty means that the entire day is lost before another roll can be made. Success indicates that the problem is resolved in a half day.
EXPERIENCED: Understands the system. Can deal effectively with most bureaucratic nightmares. Failure indicates the loss of one half day. Success indicates that only two hours were required.
SEASONED: Person was probably an ex-clerk. Can cut easily through red tape and bypass mean office clerks. Can resolve most problems in an hour or two. Failure indicates that two hours of time are wasted before another roll can be made.

OUTLAND

Conceal Self

Skill levels in concealing one's self are used to determine if a person can remain hidden given the terrain at hand. There are no variable levels of success. A person is spotted or not spotted. However, characters of higher skill level are more difficult to detect. Failure indicates that the person is spotted by anyone making a successful Spot roll. Variable Levels of success are described below:

BUNGLER: No aptitude for concealing one's self. On a successful roll, a penalty of 3 is assessed to all Spot rolls against the character.
FAMILIAR: Somewhat capable of hiding and staying hidden. On a successful roll, a penalty of 5 is assessed to all Spot rolls against the character.
EXPERIENCED: Difficult to detect. Excellent at staying hidden. On a successful roll, a penalty of 6 points is assessed to all Spot rolls against the character.
SEASONED: Virtually impossible to detect. On a successful roll, penalize all Spot rolls against the character by 8 points.

Outdoor Cooking

Skill levels for cooking are used to indicate the competence of the cook. Those inexperienced with the art will be lucky to keep their beagre meat out of the coals. Those who have spent more time cooking on the road are apt to prepare specialty dishes that can turn an evening on the road into a feast. Variable levels of success:

INEXPERIENCED: Burns eggs, toast, meat. Not to be trusted cooking a meal for others. Success indicates lack of failure. Failure indicates that food is destroyed.
FAMILIAR: Can cook for himself but is ill-equipped to cook for others. Success indicates that the food is decent and there are few complaints. Failure indicates that ingredients were mixed disproportionately or that something burned. Disasters are to be expected.
EXPERIENCED: Can cook for a group of people on the road. Has a small but competent list of foods that are easily prepared. Success indicates a good meal. Failure at this level indicates that something was overcooked, undercooked or dry. Expect an occasional disaster.
MASTERFUL: (Seasoned?) Is a versatile cook. Can prepare numerous dishes if provided with the right ingredients. A successful roll leaves a good taste in everyone's mouth, while a failure indicates that the meal wasn't pulled of quite right. Disasters are rare.

First Aid

Skill levels for first aid are used to assess the success of emergency treatment. Unsophisticated treatment can be dangerous and can waste valuable time. Those with greater familiarity with the treatment of the injured will be able to fasten a splint for broken bones, stop bleeding, dress wounds, apply limilates correctly, prevent the injured from going into shock, etc. Variable levels of success are described below:

UNFAMILIAR: As likely to harm an injured person as help them. Success indicates that a person was kept from going into shock or that a scedri cloth was correctly applied. Failure indicates potential harm. On a roll higher than the injured person's Constitution on 3D6, D6 additional Stamina points are lost. This may be enough to put someone into shock.
FAMILIAR: Knows how to stop basic bleeding. Can deal with superficial and minor wounds. Success indicates that an injured person was kept from going into shock.
EXPERIENCED: Success indicates the setting of broken bones, the application of limilates or keeping a person from going into shock. Major wounds can be closed and those sufferings critical wounds can be kept alive on a successful roll. Failure indicates that the task was completed unsuccessfully.
SEASONED: If successful, the person is able to close major wounds, keep those suffering criticals alive, set broken bones, apply limilates, and keep the injured from going into shock. Failure indicates that the task was not successful.

Foraging

Skill levels for this skill are used to determine whether or not the person is able to find a source of food and water nearby. There are no variable levels of success. A good roll indicates both food and water. Failure indicates that supplies were not to be found.

Wilderness Travel

Levels for wilderness travel are used to measure the skill with which a person travels through the wilderness. Experienced travelers will more often choose the shorter or less rugged route. Variable levels of success are described below:

BEGINNER: Has rarely if ever been in a position to make judgements about outdoor travel. Will rarely choose the most reasonable path. A successful roll indicates that a good path has been chosen. Failure indicates a dead-end or terrain too rugged to pass; in the case of desert travel, a failed roll indicates a longer path.
FAMILIAR: Doesn't really understand what to look out for but has some common sense when it comes to picking out a path. Success indicates a reasonable path is chosen. Failure indicates a rugged path.

EXPERIENCED: Understands what to be looking for in the nearby terrain. Notes the slopes of the hills, the direction of rivers, the density of the trees. Success indicates a good path relatively free of obstacles. Failure indicates that a mediocre path is chosen, but the traveler will recognize this if a successful roll can be made on a second roll.
SEASONED: Knows what to look for in the nearby terrain. Knows what to expect in upcoming terrain. Success indicates the choice of a good path. Failure indicates the choice of a poor path, but seasoned travelers will always realize this early on and back track if time permits.

Silent Movement

Skill levels in silent movement are used to determine whether or not a person is able to move about without being heard. This assumes that the person is not within line of sight of guards or sentries. Failure means that normal Listen rolls may be made to detect the person's presence. Variable levels of success describe the penalties to apply to Listen rolls:

NOISY FOOL: Even on a successful roll, penalize Listen rolls by only 2 points.
FAMILIAR: Penalize Listen rolls by 4 points if the roll for success is made.
EXPERIENCED: Very quiet. On a successful roll, penalize rolls for Listen by 6 points.
SEASONED: Silent. Penalize Listen rolls by 8 if successful.

Set Traps

Levels for this skill indicate the chance that a trap or alarm is built to work correctly. Traps include standard snares, pits, rock mounts, alarms, and an assortment of other crafty devices. Defender's are always allowed a roll against Spot to see the trap or alarm and avoid it. If that roll fails, they are allowed a roll against Agility to recoil away and prevent the device from going off. The penalties to both these rolls are based upon the competence of the trap setter. Variable levels of capability are described below:

UNFAMILIAR: Unable to build workable traps. A successful roll indicates that some cockamamie contraption gives off some sort of an alarm when disturbed, regardless of the device's intended purpose. Failure indicates that the device falls apart before it is put to use. No penalty to detect with Spot and recoil with Agility (if that fails).
FAMILIAR: Can build simple alarms and stable pit traps. A successful roll indicates that the device is built correctly and will function as intended. Failure on the roll means that the device fails to operate as expected. Defenders are penalized by 2 on both their Spot and Agility rolls.
EXPERIENCED: Capable of building elaborate alarms and simple traps of all varieties. Log releases, pits, pendulum spikes, snares, net releases, etc. On a successful roll, the device is correctly built and functions as intended. On a failed roll, the device activates correctly, but fails immediately afterwards. Defenders are penalized by 5 on both their Spot roll and Agility rolls.
SEASONED: Can build virtually undetectable traps and alarms of all varieties. On a successful roll, the device is built correctly. A failed roll indicates that the construction of working version is delayed by a few hours. Defenders are penalized by 8 points on both their Spot and Agility rolls.

Tracking

Skill levels for tracking are used to determine whether a set of tracks can be followed. There are no variable levels of success. Failure indicates that the trail has been lost.

ANIMAL HANDLING

This group deals with skills related to coaxing and controlling animals into doing the character's bidding. This involves something different for each race described. The level of success depends upon the experience of the person dealing with the animal and the creature itself. Each mount has a Skill Level difficulty associated with it. A good natured mount might be a bonus of 2 Skill Levels, while an especially mean billy-goat might deserve a -3 Skill Level penalty. Those of a Seasoned rating in an animal handling skill are only permitted to rise to levels 8 and beyond when they are dealing with a creature they have spent many hours with. No character can begin with a new creature at a skill level higher than 5. The time that it takes to rise up to full confidence with a creature varies anywhere between a few hours (for a creature of good disposition) to several weeks (in the case of a mean old bochigon). For thombos, talmaron, tarro, pibber, and all other forms of Jorune life that are somewhat domesticated, Boccord Signature Skills can be of assistance. If a successful Fake Signature roll can be made, the handler receives a bonus of 1 Skill Level if Familiar with Fake Signature, 2 Skill Levels if Experienced with Fake Signature, and 4 Skill Levels if Seasoned. Although different tactics are employed, the most common fake signatures empathize a sense of either approval or displeasure on the part of the handler.

Thombo

Thombos are not very temperamental, but they are skittish. Those experienced with these creatures are able to keep them under control during tense moments. Those unfamiliar with thombos are in danger of being bucked off every time a tarro screetches nearby. Falling from a thombo can be injurious. Treat the injury as a fall, adding 2 to the 2D6 die roll (see page 42 of the Player Manual). Variable levels of success are described below:

UNFAMILIAR: Never ridden a thombo before. There is no empathy between rider and mount. A successful roll indicates that the creature was kept under control in a difficult situation or that a couple of extra meters/round of speed was spurred out of the creature. A failed roll indicates that the creature attempted to bolt or that it slowed down and refuses to speed up. In such cases, riders must roll against Strength to remain riding.
FAMILIAR: Understands how to treat a thombo and keep it under control. A successful roll indicates that the creature is kept calm in a tense situation, or that an extra couple of meters/round of speed have been coaxed out of the thombo. Failure indicates that the creature attempts to bolt, throwing the rider, or that the thombo refuses to speed up.
EXPERIENCED: Can maintain the thombo under most circumstances. On a successful roll, the creature is kept under control, or the thombo is coaxed into a few extra meters/round of speed. Failure indicates that the creature bolts or that the thombo refuses to speed up.
SEASONED: Has a good rapport with thombos, understands how they perceive the world. Can keep a thombo under control in most any circumstance. Can almost always coax a thombo into greater speed. Success indicates a calm thombo, or a little extra speed. Failure indicates that the creature bolts, or refuses to speed up.

Talmaron

These flying mounts are exceptionally difficult to grow accustomed to. They are fairly docile, as opposed to their big cousins, the undomesticated duradon. Variable levels of success in flying talmaron are listed below:

UNFAMILIAR: Doesn't know the first thing about flying a talmaron. A successful roll indicates that the rider does not fall off, but the creature flies where it wishes. A failed roll indicates that a roll against agility is required to remain atop the creature.
FAMILIAR: Has flown a talmaron before. Can fly in relative safety. On a successful roll, the creature is directed correctly. On a failed roll, the talmaron travels where it wishes.
EXPERIENCED: Has spent many hours flying talmaron. A successful roll indicates that the creature is directed correctly or that a little bit of extra speed is coaxed out of the talmaron. A failed roll indicates that the creature flies where it wishes, or that the request for extra speed is ignored.
SEASONED: Has flown talmaron for many years. A successful roll indicates that the creature flies where directed, or increases speed, or performs one of many dangerous aerial maneuvers. A failed roll indicates that the creature flies off course a bit, or refuses to alter speed, or balks at a tug for evasive action.

Bochigon

Bochigon are enormous beasts capable of lifting a dozen men if need be. They are temperamental, and must be treated with care. They have been known to treat their riders with both contempt and loyalty. Skilled riders are usually safe; those who lack understanding of these beasts typically last for only a single ride. Being thrown from a bochigon is very serious. The injury is treated as falling, adding 3 to the 2D6 roll (see page 42 of the Player Manual). Variable levels of success are described below:

UNFAMILIAR: Best stay away from riding bochigon. The creature is almost certain to throw such a rider. A successful roll indicates that the character is not thrown, but is unable to control the bochigon. It will completely ignore the rider. A failed roll indicates that the character is thrown off. A roll of 4D6 against Strength is permitted and if it succeeds, the character hangs on.
FAMILIAR: Stands a chance of riding the bochigon productively. A successful roll indicates that the bochigon takes notice of the rider and travels in the general direction desired. A failed roll indicates that the creature travels where

it wishes and makes an effort to throw the passenger. A successful roll of 3D6 against Strength is necessary to remain on the bochigon.
EXPERIENCED: Understands the bochigon. On a successful roll, the creature travels the desired path. A failed roll indicates that the rider's chosen direction is ignored, but the creature does not attempt to buck.
SEASONED: The bochigon deals well with this rider. A successful roll indicates that the creature travels where the rider desires, and will even speed up. A failed roll indicates that the bochigon travels where it wishes, but there is a good chance that it is simply choosing an alternate path.

Horse

Horses are rare on Jorune. Only trained riders are usually trusted with these creatures. Horses are superior to thombos in combat, but do not provide the offensive capability of a bochigon. Horses rarely buck. Horses travel faster when spurred on, but it takes a talented rider to squeeze that extra little bit of speed from his or her mount. Variable levels of success are described below:

UNFAMILIAR: Has never ridden a horse. Success indicates that the horse travels where it is supposed to or that the rider has been able to coax a little extra speed from the mount. Failure indicates that the rider mis-directs the horse.
FAMILIAR: Has spent a few hours on a horse. Can direct the creature successfully. On a successful roll can push the mount a little faster.
EXPERIENCED: Experienced rider. Can coax the creature into more speed or dangerous maneuvers on a successful roll. A failed roll indicates that the creature shies away from something dangerous.
SEASONED: Must have spent some time with the particular horse in question already (otherwise, experienced is the best). A successful roll indicates that the rider can persuade the horse to jump, go full sprint, or perform any other reasonable task. Failure indicates that the horse refuses the additional task.

Tarro

These beasties can cause quite a commotion if they ever start screetching. Those skilled in their handling are often able to prevent this ordeal. Tarro only screetch if startled, frightened, or just especially malicious. Variable levels of success are described below:

UNINITIATED: Tarro will screetch, steal, or flail out when-ever, where-ever it wishes. The person has little or no control over the creature. A successful roll indicates that the undisciplined act of the creature was merely delayed by a few seconds.
FAMILIAR: Has spent a little time around tarro. Can assume a threatening posture with arms hunched intimidatingly. This will sometimes the creature in submission. A successful roll indicates that unsavory behavior on the part of the tarro has been avoided. Failure results in screetching or whatever mayhem the creature intends.
EXPERIENCED: Those who keep tarro as long-term pets can rise this high in their handling without Boccord Signature skills, but no higher. Success indicates that the creature does not screetch or wander off. Failure indicates that the creature occasionally wreaks some sort of havoc as it pleases.
SEASONED: Only those who are at least Experienced with Boccord Fake Signature Skill can climb this high in tarro handling. The high percentages indicate that the creature and handler have spent a long time together. Success on Fake Signature rolls increases the chances even higher. Even a long term pet tarro will often disobey if signatures are not sent.

Pibber

Skill in handling pibber focuses around keeping them in one place (instead of bounding about) and preventing them from thisting. Pibber are rarely any trouble; it is only when they are threatened or frightened that a roll might be necessary. Variable levels of success are described below:

UNFAMILIAR: On a successful roll can get a pibber to come and cuddle. Failure indicates that the creature completely ignores the person.
FAMILIAR: Is marginally capable of keeping the pibber in one place. A successful roll indicates that the creature does not wander off or thist. A failed roll indicates that the creature goes where it wishes or begins thisting (if that's what it wants to do).
EXPERIENCED: Pibber and handler have spent some time together. The creature does not run off or feel intimidated enough to thist on a successful roll. On a failed roll, the creature does as it pleases.
SEASONED: The handler and pibber have spent a long time together. The pibber is well behaved on a successful roll and rarely runs off or thists.

ISCIN SKILLS:

Iscin are people of especially learned ability in areas such as the classics and sciences. The societies of humans, woffen and bronth carry on the Iscin traditions from their beginnings thousands of years before Gauss Valley. An Iscin apprentice studies under a "Written Iscin" (one who has published in one of the Iscin libraries) for six to eight years before attempting truly independent pursuit.

Iscin are the main employers of these skills, although the well educated are often taught the basics in many of these areas. A knowledge of the topics in these skill groups requires dedication, not casual study. Vague familiarity with many of the following topics is described in the Practical Knowledge skill group. Familiarity with any of these skills indicates a Seasoned status if the skill also appears in the Practical Knowledge group. Higher skill levels with the Classics bring Practical Knowledge skills to level 10. Only Iscin, or the especially well educated, ever rise to such levels of competence. Major libraries of Iscin collections exist in the cities of Gauss (home of the original Iscin libraries), S'Nabla, Ehvans, D'Loo, Ardoth, Tan-Iricid, and Yobreh (the Lunderian capital).

For every point of Social characteristic above 14, players can boost one of their Classic or Science Skill Levels by one level. These points may not be used to bring any skill above level 2. Players choosing either Classics or Sciences receive 5 skills at a Familiar level, but none at the Experienced level.

CLASSICS

The classics include subjects such as history, literature, cultural anthropology, mathematics, etc. Subjects of a classical nature. Their training involves a great deal of book work and indoor study. Iscin involved in the classics are typically city oriented.

History

Skill levels in history indicate the Iscin's level of expertise in the subject. At low skill levels broad and basic culture and history is well understood, but the detailed knowledge of a historian is missing. At higher levels great sophistication emerges, enabling the historian to pursue research. Historical pursuit is especially active in the S'sydra region, based in S'Nabla, where historical reconstructions of the Ramian invasion of 3113 is progressing. Variable levels of success follow:

UNENLIGHTENED: Unable to make sophisticated judgements about historical events. Unable to participate meaningfully in historical research. Success on die rolls indicates coincidental familiarity with a historical topic.
FAMILIAR: Is well acquainted with Jorune's history. Has studied many topics in great depth. Can intelligently discuss any important historical event that would be covered in a thorough course of study. Success indicates particularly sharp insight or great familiarity with an historical topic. Failure indicates only broad knowledge of a topic. Only rarely should a failure roll here prompt a roll against Practical Knowledge to see if the Iscin is completely in the dark on a particular topic.
EXPERIENCED: Participates in historical research at some level of involvement or is qualified to. May be published in Iscin halls. Has Probably traveled to various sites to explore records and recover artifacts. Success on a die roll against skill level indicates that the Iscin is aware of obscure resources or has particularly brilliant insight on a topic. Failure should be interpreted as mere competence without brilliance.
SEASONED: Is actively pursuing research, as a team leader if working with others of lesser ability. Is published in Iscin halls and is recognized by name by Iscin of similar pursuits. Die rolls are to be interpreted liberally. Failure indicates such mastery over a topic or issue that the Iscin must work at filtering out pertinent but complex material from a presentation to others. Success indicates that the information is usefully presented by the Iscin clearly and quickly.

Literature

Skill level in Literature indicates how well read a person is. This topic covers many areas and is used in game play to determine whether a person has come across a piece of information through reading, be it fiction or non-fiction. We describe no variable levels of success. A successful roll indicates familiarity with a passage of text. Failure indicates that a blank is drawn.

Mathematics

The serious pursuit of mathematics is mainly the ambition of true Iscin. Interest in warp mappings has prompted great interest in complex analysis, differ-

ential topology and geometry, and abstract algebra. Human mathematicians on Jorune have learned much from their thriddle counterparts. These are not arithmetic or computational skills, they are highly abstract in nature and require years of intense effort to master. We will spare you the variable levels of success for this skill group. Treat successful rolls as solutions to hard mathematical problems; failed rolls indicate that either more time is needed or that the problem is not solvable in a reasonable amount of time (if at all).

Languages

Has a classical background in the study of languages. Has learned to speak a little bit of any 6 languages (shanthic counts as 2 languages). Variable levels of success:

UNFAMILIAR: Is unable to make out speech from the person or respond through speech successfully. A successful roll indicates a lucky guess at an easily communicated idea.
FAMILIAR: Low but plausible chance that an easily communicated idea is understood or spoken. Roll for success. The method of treating failure is at the discretion of the sholari.
EXPERIENCED: Reasonable chance of understanding simple phrases and directions. Roll for success to check.
SEASONED: High probability of understanding simple sentences and basic ideas in a variety of languages. Roll for success.

Philosophy

This skill is of little practical use in role-playing except by those who can really wing it. Detailed information about the philosophical development of the different cultures on Jorune is insufficient to base much role-playing. If you or your group know enough about Terran philosophy that you want to attempt to include this into your role-playing, here are some variable levels of success:

UNFAMILIAR: Uneducated in philosophical or religious matters. Unable to discuss complex philosophical arguments. A successful roll indicates a coincidental familiarity with the discussed topic.
FAMILIAR: Is familiar with basic works in philosophy and religion. Can discuss difficult philosophical issues at some level of merit if a successful roll is made. Failure indicates inexperience with the topic discussed.
EXPERIENCED: Is well read in areas of philosophy and religion. Is probably considered wise by people who live nearby. A successful roll is not necessary in most circumstances, but where indicated it shows that the person is the master of a topic discussed. Can probably quote text verbatim.
SEASONED: Has probably contributed to the field of writing in philosophy and or religion within own culture.

Sciences

The sciences include the study of biology, Earth-Tec, Physics, etc.; subjects are involved with experimentation, measurement, calculation. Mathematics are often important for Iscin pursuits in the sciences, but are considered a skill in the classics.

Biology

Expertise in biology grants a character vast knowledge in the skills of flora and fauna recognition located in the Practical Knowledge skill group. Actual biological research involves the study of plants and animals, their anatomies, diets, lifespans, methods of reproduction, their origins, predators and social patterns. Variable levels of success are described below:

UNFAMILIAR: Has no formal training in biology. Should be rolling against flora and fauna recognition.
FAMILIAR: Has had minimal training in biology. Is seasoned at flora and fauna recognition. On a successful roll can describe details of a plant or animal.
EXPERIENCED: Has had extensive training as a biologist. Can pursue research and experimentation. A successful roll indicates experience with the details of a certain plant or animal.
SEASONED: Expedition leader or major participant. A successful roll indicates brilliant insight into a creature's biology.

Earth-Tec

Skill levels in Earth-Tec are not used to determine rough familiarity with energy weapons and other devices, but instead are involved with hands-on experience in repair and device operation. Most of the people who work on the Dharsage supply of energy weapons are Iscin. Although these skills involve hands on use, they do not assume understanding of the principles or mechanisms behind these device's operation. Variable levels of success are described below:

UNFAMILIAR: Does not know how to disassemble a piece of Earth-Tec or repair a disassembled device. Should be rolling against the Earth-Tec skill listed in Practical Knowledge.
FAMILIAR: Knows the basics of Earth-Tec. On a successful roll can disassemble using sonic actuators, replace modules, clean devices, strip broken devices for parts, etc. Failure indicates that the Iscin is unable to open a device, or if already open, is unable to pull something out or fit something into it.
EXPERIENCED: Competent at the disassembly of Earth-Tec. A successful roll indicates that maintenance tasks and minor repairs are made quickly. Failure indicates that the process proceeds slowly.
SEASONED: Highly skilled at the disassembly and repair of Earth-Tec. On a successful roll can use a laser-torch to weld broken areas without fusing circuits, replace "lock-modules" that can be removed only through welding and make minor structural changes. Failure indicates that one of these processes proceeds slowly or fails.

Geography

An Iscin's knowledge of geography is broad. All available maps are studied in detail, and information on places both distant and obscure is learned. Knowledge in geography encompasses the form of land type, weather, population, resources, economy, transportation, defense, agriculture, sources of water and minerals. Depending upon the obscurity of the place mentioned, a bonus or penalty in terms of Skill Levels may be assigned. Variable levels of success are described below:

UNFAMILIAR: Should use the geography skill listed in the Practical Knowledge skill group.
FAMILIAR: On a successful roll recognizes the name of a place mentioned, and knows all the basics about it. Knows where it is, how to get there, its resources, etc. Failure indicates that the place is unfamiliar to the Iscin.
EXPERIENCED: On a successful roll the Iscin knows almost as much as someone who lives there. Can describe most any location in detail. Failure indicates that the Iscin is familiar with the name and approximate location only.
SEASONED: On a successful roll knows as much or more about a place as someone who lives there. A failed roll indicates that the Iscin has only limited knowledge of the location in question.

Geology

An understanding of minerals, land types and simple material processing. An Iscin studying geology is able to identify almost any kind of inorganic material. Variable levels of success:

UNFAMILIAR: Use the Geology skill listed in the Practical Knowledge group.
FAMILIAR: On a successful roll can find sources of water and common materials. Can predict terrain up ahead. Knows the names of some minerals. A failed roll indicates that the Iscin was misled, or did not know the name of an inorganic material.
EXPERIENCED: On a successful roll can identify an unknown material, find water or materials sought (if they exists nearby).
SEASONED: On a successful roll can identify an unknown material and describe its properties; can find water or materials if they exist nearby.

Isho Weather

Iscin with this skill can predict trends in the weather by taking lengthy measurements every so often. By moving from place to place, Iscin can determine what form of Isho weather lies ahead. It is even possible to identify warps with this skill. The technique employed is to drop a palm full of crystal dust over a large circular grid (usually made of hide). As the dust settles over the hide, it reveals some of the architecture of the nearby energy. Taking the measurements is easy, compared to the computations which must be applied to them. Mathematics are very important for this type of work. Iscin must be at least Familiar with mathematics before they can begin the study of Isho Weather. Variable levels of success are described below:

UNFAMILIAR: Is unable to predict Isho currents. Knows nothing about the true nature of sho-sen (Isho weather).
FAMILIAR: On a successful roll is able to measure the sho-sen's current and

direction. Can find Isho rich areas. A failed roll indicates a bad measurement.
EXPERIENCED: Can find a nearby warp on a successful roll, predict an Isho storm, detect the sho-sen's direction and current. Can find an Isho-rich area. A failed roll indicates a bad measurement or prediction.
SEASONED: Consistent at predicting Isho storms, finding warps, determining the sho-sen's direction and current. Roll for success.

Weather

Percentages listed for this skill indicate the Iscin's chance of correctly predicting the weather for the next few days. Variable levels of success are described below:

UNFAMILIAR: Should use the listing for weather under practical knowledge.
FAMILIAR: Knows how to use a barometer. On a successful roll is able to predict the weather a day or two in advance.
EXPERIENCED: On a successful roll is able to predict the weather a few days in advance.
SEASONED: On a successful roll can predict the weather for as much as a week. The Iscin must have familiarity with the area in question to make predictions of this detail.

Medicine

The skill levels for medical knowledge are used to judge the competence and ability of a person. Those of low skill level will be able to perform expert first aid, but lack detailed knowledge of anatomy or the techniques involved in surgery. An education in the medical profession in Burdoth is typically offered only to those who have completed a rigorous classical education, allowing mainly Iscin for their entrance. Variable levels of skill are described below:

INEXPERIENCED: Should keep hands off of an injured person. Probably incapable of offering intelligent first aid. Rolls should be made against first aid for those with no real level of expertise in the skill of Medicine.
FAMILIAR: Understands some of the basic workings of the body. On a successful roll can apply a tourniquet, splint a broken bone, keep a person from going into shock, clean a wound, apply scedri cloth, save a person who is dying from a critical wound, etc. A roll is only required for questionable tasks, such as keeping someone from going into shock or saving someone who has suffered a critical wound. Any basic task is successfully completed.
EXPERIENCED: Can perform minor surgery using the chri root or tothy limilate as an anesthetic. On a successful roll can save a person dying from a critical wound.
SEASONED: Skilled at surgery; competent at performing medicine. On a successful roll can save a person dying from a critical wound. Can diagnose and perform preventative surgery.

Physics

The study of physics is somewhat retarded on Jorune. In just the last one hundred years Iscin have formulated essentially Newtonian mechanics. Variable levels of competence are described below:

UNFAMILIAR: Does not understand the basic principles of physics.
FAMILIAR: Understands some of the basic fundamentals of classical mechanics, some of the nature of light, fluid flow. On a successful roll is able to solve simple engineering problems calculating forces and strains. Failure indicates an incorrect solution to a problem. Familiar with mathematics.
EXPERIENCED: Capable of solving moderately complex mechanical systems on a successful roll. Is involved with research at some level. Experienced with mathematics.
SEASONED: Solves a hard problem in classical physics on a successful roll. Understands some of light's nature, simple ideas in fluid mechanics, orbital mechanics. Understands mathematics at a seasoned level. Perhaps aiding in the development of Lagrangian mechanics.

Moons-Astronomy

The study of the orbits of Jorune's moons and the constellations has been important in navigation and the design of the Jorune calendar. Those knowledgeable in this field are able to predict lunar eclipses, and can calculate what moons will be out at any given time. Variable levels of competence are described below:

UNFAMILIAR: Can guess.
FAMILIAR: Has a slight chance of predicting an eclipse or calculate the position of several moons for a given time and date. Roll for success.
EXPERIENCED: Has a good chance of predicting eclipses and calculating lunar positions. Is casual in making predictions.
SEASONED: Knows at any given time when the next eclipses will occur and can casually discuss when different lunar configurations will occur. A failed roll indicates that the Iscin has made some slight error.

Limilates

This is the study of the chemistry established by living beings. It involves the study and creation of limilates and medicines. Variable levels of competence are described below:

UNFAMILIAR: Can randomly mix different vials and tubes.
FAMILIAR: Knows the basic organic compounds used. On a successful roll is able to determine some of the ingredients of an unknown substance (in a laboratory environment) or can create basic limilates.
EXPERIENCED: On a successful roll is able to create a limilate or identify a substance. Knows of many limilates.
SEASONED: Able to create a variety of limilates, medicines, dyes, glues, etc. Roll for success.

INTERFERENCE, UNWEAVING, SIGNATURE ABILITIES

INTERFERENCE

Interference is described in chapter 4 of the Player manual on pages 21 and 22. This supplement supersedes any comments about Isho increases, etc. found in the Player Manual. Interference is a D20 roll, like combat. One point of Isho is used interfering every 2 points of incoming Isho.

UNWEAVING (*requires a defensive Advantage*)

To unweave an orb or bolt is to take it apart at the seams, so to speak, letting its Isho unravel and fall into disorder. Caji need not be competent at the dysha they attempt to unweave, but they must have the color group. Unweaving requires a D20 roll, like combat. Unweaving an orb or bolt requires one point Isho expenditure for every five points coming at the caji. An Advantage of 6 or higher is required to unweave.

ISHO PERCEPTION SKILLS

On the last page of the character sheet are listed Isho Perception Skills. They have skill levels, 0 to 10, but are not chosen with Education Points. A character's skill level is determined solely by Color Points; the higher the Color Points, the higher the character's skill level with all of the Isho Perception Skills.

There are two categories of Isho Perception Skills, "Dynamic," and "Static." Humans are equally sensitive (or insensitive if you prefer) to both categories. Boccord are more sensitive to Dynamic Isho (signatures, and rapid Isho changes). Muadra are more sensitive to Static Isho, also known as Isho geography. This is often referred to as Tra-Sense. Muadra are more likely to detect a great disturbance in the Isho or a large source of Isho than a boccord, but a boccord would be more likely sense the presence of a creature with little Isho and determine its race.

Humans index their Color Points on both the Dynamic and the Static sections of the Isho Perception Table. Boccord index their Color Points against the Dynamic section, but only their Color Points/2 on the Static section. Muadra are just the reverse; muadra characters index their Color Points on the Static section, and their Color Points/2 on the Dynamic Section. Other races are handled differently. Shanthas, for example, have Color Points equal to their Color Characteristic times 2D6. They are equally savvy with both the Static and the Dynamic groups. Between these groups on the character sheet is the "Pick up Wind" listing. This in the amount of time that passes before a character's Isho returns to maximum.

A character must roll 4D6 successfully against his or her Color Characteristic to succeed with one of these skills, regardless of that character's Color Points. Some of the skills require Isho Points. Descriptions follow of each:

DYNAMIC ISHO SKILLS

Spotting: Can pick up the signature of a creature. Requires 1 pt. Isho, or divide the range by 10 to if no Isho expended. Usable at all times with no Isho.

Scanning: Pick up a signature and attempt to discern the race. Requires 1 point Isho, or divide the range by 10 to if no Isho expended. The 4D6 roll against Color will be penalized if character is not familiar with the creature whose signature is being scanned.

Know color: Be able to determine the color of a dysha being prepared by a caji (or anyone else preparing an orb or bolt). Requires 1 point Isho. This is a form of scanning and is subject to the scanning range restrictions.

False signature: Send a false signature out. The sholari will assess a penalty if the character has little or no familiarity with the creature's signature, e.g., a city boy creating the signature of a Dhar corondon. Requires 3 Isho Points x the Defense Size of the creature (never less than 3 points).

Mask signature: Character's Isho blends into the background. Brings the character's Isho to 0.

Pick up wind: Do not roll for success on 4D6 against Color Characteristic - this is a continual process. This is the amount of time required for a muadra to regain full Isho. In the 24h (24 hour) category, sleep is required before Isho is regained. At the shorter intervals, 18h and lower, the character can regain Isho without sleep.

STATIC ISHO SKILLS

Aware Isho Points: The muadra is aware of objects or entities carrying with them the listed number of Isho points or more. The next line on the table indicates the maximum range. No Isho points are required.

Aware Isho rng.: The range at which a muadra can be aware of the number of Isho points listed above.

Tra-Sense: The precision of a character's Tra-Sense. Here are descriptions of each entry. Use the ranges listed in Aware Isho rng. for ranges.

Coarse: Very large scale fluctuations in the Isho geography can be detected. Resolution is not very good. Large peaks and valleys in the Isho are all that can be seen.

Fine: A medium sized crystal deposit or nearby warp can be detected by their "bending" of nearby Isho.

Acute: Character can detect changes in the Isho Geography detailed enough to detect an orb or bolt zipping around nearby.

Estimate Isho: Be able to estimate the amount of Isho contained in an object or creature. Use the ranges listed for scanning. This requires no Isho points.

Guess: Guess within 50%

Close: Correct within a few points (10%).

Know: Know within a few percent.

Guess color: Be able to guess the color groups of a creature or the Isho type contained in an object (crystal, shanthic device, etc.).

Guess: Even if 3D6 against Color Characteristic is made, not all colors may be known.

Close: On a successful roll, character knows color groups and can guess about individual dyshas.

CAJI ENTROPY

Read the description on page 20 of the Player Manual with the following change: when the caji has rolled his first 6, treat this as reaching normal Isho.

DYSHAS

Descriptions of the Dyshas can be found at the end of Chapter 4 of the Player Manual. The only change in those descriptions deals with range. New ranges are listed for the dyshas on the Character Sheet. To double the range, double the Isho spent. Note that all ranges listed are in meters.

SECTION 4:

INCREASING SKILLS, DYSHAS, CHARACTERISTICS

HOW SKILLS INCREASE

The rate at which different skills progress depends upon different characteristics. Combat skills, for instance, depend upon Agility, while literature and mathematics depend upon Learn. After using a skill for a while, a 3D6 die roll is made against the appropriate characteristic. If the roll is lower than or equal to the characteristic, the skill level of that skill gets boosted up by 1. The chart below indicates what skills depend upon what characteristics. Those listed in upper case refer to everything in that skill group; those in lower case refer to an individual skill.

LEARN:	AIM:
Every skill not mentioned below	Range combat skills
AGILITY:	**COLOR:**
COMBAT SKILLS	DYSHAS
ATHLETIC SKILLS	UNWEAVING
Conceal Self	INTERFERENCE
Move Silently	
Pick Pockets	
Pick Locks	
Stalk	

HOW OFTEN IS A ROLL MADE?

How often a roll may be made depends upon how often the skill is used. The sholari will make a judgement in each case, using one of the words below to describe the intensity with which a skill has been used.

The skill use has been:

INFREQUENT: Roll every year.
CASUAL: Roll every six months.
REGULAR: Roll every two months.
INTENSIVE: Roll every month.

The sholari should disregard frivolous use of skills and only think about times where the character really made good use of a skill or used the skill under pressure. Shooting beagre on the streets with a blaster does nothing to improve skill with range combat weapons. Here is what we mean by each of these words:

INFREQUENT: Uses the skill coincidentally from time to time or uses the skill in low-pressure, non-life threatening situations.

CASUAL: Uses the skill but rarely in a high-pressure, or life threatening situation.

REGULAR: Uses this skill on a regular basis either under pressure or against highly skilled opponents.

INTENSIVE: Uses this skill under harsh circumstances for an extended period of time.

Some examples:

Leon uses his Fast-Talk skill to get out of two jams in a period of a week. In the first case, the players needed to get past a yord to see a sick friend; the second time Leon's character fast-talked his way into getting papers signed that authorized him to receive two tauther for tasks not exceeding three days. Although Leon used Fast Talk three other times during the month, he failed each time and the situations were not very high pressure or important. This rate of use is considered Regular, because the skill is used under pressure, because Fast Talk was attempted so often, and because he could have gotten into trouble had he been caught.

Leon's friend, Hector, uses his Set Traps skill all the time. Sort of as a hobby, Hector builds traps on a regular basis, in town. He builds a new one about every week when he's not working. Although Hector spends a manic amount of his time building traps, this is casual use of the skill. The lack of any pressure upon him to perform reduces the effective rate of learning for this skill. A few months in the East Trinnu Jungle Lands trapping, and Hector would emerge a master-trapsman.

Billy is a real hack-gamer. He gets into two or three combats every day of his life. How he survives is a mystery (although his friends think that his sholari is 'soft'). In any case, Billy usually tackles tough dudes. He takes on corastin, croid, crugar, cleash (anything that begins with the letter "c"). Although he gets scuffed up from time to time, he doesn't suffer any bad wounds. Even after weeks of gaming at this rate, he doesn't have a single scar. Although it is said that Billy's sholari is soft, he does have one saving grace; he knows that Billy's life isn't really in great danger in these situations; that's the only reason that Billy survives. So, although this player is getting into all sorts of combat, his sholari allows Billy to roll for combat skill increases only once every few months. Usually the intensity is casual, because the danger is mock - once in a while his sholari considers it to be regular use.

IMPROVING DYSHAS

Dyshas increase differently than other skills. Practice in dyshas must be fairly intense and regular or it amounts to nothing. A caji character usually works on something every day for an hour or two. Being a caji is a real dedication; time

must be spent for progress to be made. If a dysha is being improved (being brought closer to skill level 5), a 4D6 roll against Color is made for every week of practice. If the roll against Color is successful, the caji's proficiency with the dysha is increased by 1 skill level. Dyshas can be used before they reach skill level 5 (full proficiency), but there is a chance that they will not be woven correctly.

If a new dysha is being attempted, a roll is made every week of intense practice. The roll that must be made before any progress occurs is two successful rolls of 4D6 against Color, one right after another. This roll is permitted once a week. When the player succeeds in doing this once, the caji has learned the dysha at skill level 1 (needs a 9 or better to weave correctly). From this stage on, 4D6 die rolls are necessary to improve (see above paragraph). Without instruction, Shal dyshas are a bit more difficult to learn. Three successful rolls against Color are needed on 4D6. Rolling a 4,5,6, or 7 on 4D6 to learn a new dysha indicates a complete block or lack of understanding. The caji can not progress with the dysha until a copra (highly learned caji) is sought out for help.

INCREASING ISHO POINTS

The process of Increasing Isho requires that the caji practice dyshas he is already proficient in. During this time no new dyshas can be learned. A roll is allowed every week of intense practice. This requires the use of all available Isho at regular times each day. If the caji misses more than two or three days in a week, a roll can be made only once every two weeks. The roll to increase Isho Points by 1 is a 3D6 roll against the Isho Characteristic.

Regular or Casual use of Interference skills and the practice of these skills is the way that humans and boccord increase in Isho. This cannot be done alone because practice at interference requires a caji to send orbs and bolts, with the student fending them off. With somewhat intensive training (5 days a month), a roll against Isho can be made once a month.

INCREASING COLOR POINTS

Color Points increase by 1 point for muadra when they learn a new dysha. A variation on a dysha is not enough. A new dysha is one that takes at least a month to learn. Humans and boccord increase Color points through meeting with hishtins in a city, or just by using their signature skills in the wild. A roll is allowed every month of training, or every few months of casual use. (Remember, every point of Color Characteristic increase raises Color Points by 2 for muadra and boccord, and by 1 for humans.)

GAINING NEW COLOR GROUPS

Gaining a new Color Group is an interesting process for humans, boccord and muadra alike. The exploration of a new color requires a great deal of free time and at least three charged crystals of the given Color. When a person has gained a Color Group, crystals from that group can be activated with ease. The attempt to gain a new group involves draining crystals, slowly at first, and then more rapidly as activation skills increase. Crystals make excellent tools for teaching because they provide a necessary level of feedback through which the learner is able to determine how well they are doing. Draining a crystal requires one point of Isho. Failure to drain a crystal still expends one point of Isho.

To gain a new Color Group, the person attempts to drain crystals. A 3D6 roll against Color is made each week for success. If the roll fails, the crystal is drained, but there is no improvement and the process must be repeated. A successful roll indicates that progress has been made and the crystal was drained. The second step involves the successful draining of another crystal. This time, however, a roll for improvement in draining may be made once a day. A failed roll indicates the waste of a crystal (and the process must be repeated). Success indicates that the person is on the way to the third and final stage in learning a new Color Group and that the crystal was drained. In this last step, a roll for success is made every hour. A failed roll indicates a drained crystal. If the roll is made successfully however, the crystal is activated and the person has learned a new Color Group. During the last minutes of crystal activation there is no danger for green (Launtra), brown (Gobey) and white (Tra) crystals, but for the blue Shal crystals, yellow Ebba crystals, and especially the amber Du and red Desti crystals, rapid activation is extremely dangerous as page 54 of the Sholari Guide indicates. A roll against Agility may be called by the sholari. Don't practice in the company of innocent bystanders.

Once a new Color has been mastered, caji can learn dyshas from that group, and humans and boccord can learn to interfere with dyshas from that group. No die rolls will ever be necessary for activation of crystals again.

To state again: The activation of a crystal uses one point of Isho.

INCREASING CHARACTERISTICS

Some characteristics may increase when skills based upon them reach level 5 (Experienced) after game play has started. The player may then attempt to roll higher than the characteristic on 3D6. If he succeeds on this roll, the characteristic increases by one point. Clearly, it is very difficult to increase high characteristics. Other characteristics may improve in other ways. Here is how each characteristic can increase.

CONSTITUTION: Takes a rare breed. Allow a roll once a year for those who role-play health fanatics.
SOCIAL: For a few months of role-playing with characters of Social at least two points higher. For making a serious role-playing effort to improve Social, such as at the 1/3 and 2/3 points in Tothis (described under the title DRENN POINTS). This is a probationary point that only becomes permanent at the end of a 6 month period. The sholari can take this point away for conduct inappropriate for a character of the desired Social.
COLOR: Gaining a new Color Group, learning a new dysha, making it to skill level 5 in an Interference or Unweave skill.
STRENGTH: Same as Constitution. The truly savage or physically aggressive types can make a roll once a year.
AGILITY: Improving a combat skill or an Athletic skill to skill level 5 (Experienced).
AIM: Becoming Experienced (Skill Level 5) with a range combat skill.

DRENN POINTS

The number of Drenn Points necessary to become a candidate for Drennship is different for each of the races: For humans, the number is 50, boccord, 60, and muadra, 70. As stated, a beginning character's Drenn Points are equal to his or her Social characteristic. A challisk mark typically increases Drenn Points by between 1 and 6, averaging at about 4. Marks on the Drenn Wall increase Drenn Points more significantly, between 5 and 15, averaging at about 10. People who apply for drennship with Drenn Points below the recommended number are turned away for lack of experience and accomplishment. Those who have reached this level and apply for the Drenn Test are interviewed by a Dharsage appointee who operates in the service of the Chell of Ardoth. The length of the Drenn Test varies with the applicant, but typically includes a point by point questioning over every challisk mark and mark on the Drenn Wall of the applicant. (The averages listed above for challisk marks should be given only where deserved. Do not feel obligated to give more than average points unless players perform remarkably well.)

The sholari should actually conduct the interview with the player. This is a real test. This is role-playing. The interviewer is a non-player character who has interviewed hundreds or thousands of drenn applicants. The results of the Drenn Test are made known to the character anywhere from one day to a week later.

The roll for success on the Drenn Test is 3D6 against Social except that the roll must total *less* than Social (characters with Social's of 18 may fail). The sholari may assign penalties or give bonuses depending upon the player character's performance in the interview. If the player had difficulty substantiating challisk marks or if the character performed acts of questionable ethics, penalties can be assessed. On the other hand, players who demonstrate confidence and maturity receive bonuses. Additionally, small bonuses can be assessed for those whose Drenn Points are above the minimum. Perhaps a bonus of 1 or 2 for a character of 10 extra Drenn Points. This should not be systematized. The value of those marks should be weighed by the sholari. Someone with 25 extra Drenn Points would gain no more than 2 or 3 bonus points. Waiting too long to apply for the Drenn Test is not a good idea. Once capable, the test should be attempted.

LEARNING DRENN

Twice during their Tothis, tauther are expected to seek out a Drenn with whom they spend anywhere from a few days to a week learning the ways and responsibilities of Drenn. This is called "Learning Drenn." Though it is not a formal requirement, it is supposed to be part of every citizen's tothis. The process is to happen twice, when the tauther believes himself to be one third and two thirds along the way to drennship. Tauther are not to receive challisk

marks (nor Drenn Wall citation) from the Drenn they choose. They will be questioned about their two "Learning Drenn" experiences.

A NOTE ON CREATING OLDER CHARACTERS

The rules presented here provide information on creating characters between the ages of 18 and 25. Should older, more experienced characters be desired, leave the Education characteristic alone, but give the player about 10 extra points to spend per decade. They are spent three times, just as initial Education points are (on Occupations and Skill Groups, then on individual skills, and then on Practical Knowledge). Over the years, Social may increase, as will Agility and Aim. Color will surely increase for a caji character as will Isho Points. Keep in mind that as characteristics get higher, they increase more slowly, so if the person had low characteristics they probably increased (true for Color, Agility, Social, and Aim). High characteristics probably stay the same. The most important issue is that you create a realistic character that you enjoy playing.

SECTION 5:
ERRATA

Player Manual, Page 30: To clarify Advantage rolls, the player with the higher Advantage roll may always ask his opponent if he is attacking or defending, and the type of attack or defense.

Sholari Guide, Page 34: The numbers listed for various creatures are approximate. Defense Size should be raised or lowered depending upon the size of the creature. For example, a mandare's Defense Size is listed as 6 but could be anywhere from 4 to 8, depending upon the individual creature. Attack Strengths are to be modified accordingly.

Roll 3D6 for the Constitutions of non-intelligent creatures. Stamina is typically equal to Constitution, but should be doubled in the case of manic creatures.

Strength, Agility, Aim, etc., can all be rolled on 3D6 for any non-intelligent creature. You might want to use 2D6 rolls with bonuses in some cases. For example, a cougar would have an Agility of 2D6+6, which averages to a 13 or 14 as compared to a Human's 10 or 11.

Sholari Guide, Page 35: For the corondon's injury rolls, thailier and mouth Attack Strengths were mixed up. Attack Strength for the thailiers should be +1 and +3 for the mouth. Use the sword table to assess thailier injury.

Sholari Guide, Page 52: The speed of a talmaron should be 20 km per hour, not 10.

Sholari Guide, Page 58: The prices for shanthic blades were mis-typed. The proper prices are:

Injure Bonus:	Price
+1	7 gm
+2	15 gm
+3	3 gc
+4	5 gc

Sholari Guide, Page 61: Lelligire was named "Trosoe" before the 3113 ramian invasion, not the 3472 invasion. Companion Jorune: Burdoth details some of that conflict.

SKYREALMS of JORUNE™

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Dedicated to gamers who want to
Make impossible jumps in gaming

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SKYREALMS

SKYREALMS of JORUNE

CHARACTER SHEET

Player's Name:

Character's Name:

Race: ❑ Human ❑ Muadra ❑ Boccord ❑ Other:

Constitution:	**Strength:**	**Speed:**	**Spot:**
Social:	**Education:**	**Agility:**	**Learn:**
Color:	**Isho:**	**Aim:**	**Listen:**

Maximum Lifting Weight: | Size Modifier: | + | Strength Bonus: | = | Attack Bonus

Action Skills

5 - Hand-to-Hand Combat

Familiar with 3 weapons and fist on down. (roll against Agility to improve)

		Inexperienced			Familiar		Experienced			Seasoned		
Weapon		0	1	2	3	4	5	6	7	8	9	10
Advantage		-5	-2	+0	+1	+1	+2	+2	+3	+3	+4	+5
Sword	att	15	13	11	10	9	8	7	6	5	4	3
	def	15	13	11	10	9	8	7	6	5	4	3
2-h sword	att	16	14	12	11	10	9	8	7	6	5	4
	def	16	14	12	11	10	9	8	7	6	5	4
Knife	att	15	13	11	10	9	8	7	6	5	4	3
	def	17	15	13	12	11	10	9	8	7	6	5
Spear	att	17	15	13	12	11	10	9	8	7	6	5
	def	16	14	12	11	10	9	8	7	6	5	4
Pike	att	18	16	14	13	12	11	10	9	8	7	6
	def	17	15	13	12	11	10	9	8	7	6	5
Halberd	att	18	17	15	14	13	12	11	10	9	8	7
	def	17	15	14	13	12	11	10	9	8	7	6
Axe	att	16	15	13	12	11	10	9	8	7	6	5
	def	17	16	14	13	12	11	10	9	8	7	6
Battleaxe	att	17	16	14	13	12	11	10	9	8	7	6
	def	18	16	15	14	13	12	11	10	9	8	7
Club	att	16	15	13	12	11	10	9	8	7	6	5
	def	16	15	13	12	11	10	9	8	7	6	5
Staff	att	15	13	11	10	9	8	7	6	5	4	3
	def	15	13	11	10	9	8	7	6	5	4	3
Mace	att	16	15	13	12	11	10	9	8	7	6	5
	def	17	16	14	13	12	11	10	9	8	7	6
Morn-star	att	19	15	8	7	6	5	4	3	2	2	2
	def	19	18	17	16	15	14	13	12	11	10	9
Thikes	att	16	14	10	9	8	7	6	5	4	3	2
	def	17	15	13	12	11	10	9	8	7	6	5
Fist	att	14	13	12	11	10	9	8	7	6	5	4
Kick	att	17	15	14	13	12	11	10	9	8	7	6
Entangle	att	12	11	10	9	8	7	6	5	4	3	2
Tackle	att	12	11	10	9	8	7	6	5	4	3	2
Advance		17	15	14	13	12	11	10	9	8	7	6
Withdraw		12	11	10	9	8	7	6	5	4	3	2
Def w/o weap		17	15	13	12	11	10	9	8	7	6	5
Def w/shield		14	12	10	9	8	7	6	5	4	3	2
Evade		7	7	6	6	5	5	4	4	3	3	2
& Fall		18	18	19	19	19	19	19	19	20	20	20
Range Evade		15	14	13	12	11	10	10	9	9	8	8
& Fall		16	16	17	17	17	18	18	18	19	19	20

4 - RANGE COMBAT:

2 skills at the character's Aim, one at the character's Aim+2 levels

	Inexperienced			Familiar		Experienced			Seasoned		
	0	1	2	3	4	5	6	7	8	9	10
Advantage	-4	-2	+0	+1	+2	+3	+4	+5	+6	+7	+8
Knife	+8	+5	+0	-1	-2	-3	-4	-5	-6	-7	-8
Spear	+8	+5	+0	-1	-2	-3	-4	-5	-6	-7	-8
Bola	+8	+5	+0	-1	-2	-3	-4	-5	-6	-7	-8
Rock	+5	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8
Bow	+8	+4	+0	-1	-2	-3	-4	-5	-6	-7	-8
Long Bow	+8	+4	+0	-1	-2	-3	-4	-5	-6	-7	-8
Cross Bow	+4	+0	+0	-1	-2	-3	-4	-5	-6	-7	-8
Dyshas	+8	+4	+0	-1	-2	-3	-4	-5	-6	-7	-8
Pistols	+4	+0	+0	-1	-2	-3	-4	-5	-6	-7	-8
Rifles	+5	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8

ATHLETIC SKILLS

	Inexperienced			Familiar		Experienced			Seasoned		
	0	1	2	3	4	5	6	7	8	9	10
Jump	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8
Climb rock	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8
Climb tree	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8
Climb rope	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8
Swim	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8
Crowd manouver	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8
Slap hands	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8

INJURY TABLE

Body Location:	Sup	Min.	Maj.	Crit.
Head Armor				
Body Armor				
Left Arm Armor				
Right Arm Armor				
Left Leg Armor				
Right Leg Armor				

STAMINA:

Player's Possessions

QTY:	ITEM:	LOCATION:	QTY:	ITEM:	LOCATION:

Gemules (gu) x 0.01 gl	Gemlinks (gl) x 1gl	Gems (gm) x 10 gl	Gemclusters (gc) x 100 gl	Gemstars (gs) x 1,000 gl

Background

Nationality: Race:

Origin: Birthday:

Age: Height:

Eyes/Hair Weight:

Gender: Moon:

Status: ❑Toth ❑Tauther ❑Drenn ❑Kesht(ia)

Notes

Drenn Points

When: Who: Reason: Pts.: Total:

Learning Drenn

Learning Drenn

The Drenn Test

Constitution:	Strength:	Speed:	Spot:
Social:	Education:	Agility:	Learn:
Color:	Isho:	Aim:	Listen:

Role-Playing Skills

All package deals: Familiar with 5 skills from that group, experienced with 1 skill.

Skills with -A begin at a level based upon Agility if the skill or the group is chosen.
Skills with a * can only be chosen by characters who have chosen the group.

2 - PRACTICAL KNOWLEDGE

	Inexperienced		Familiar			Experienced			Seasoned		
SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
Flora recog	10	30	50	60	70	75	80	85	90	93	95
Fauna recog	10	30	50	60	70	75	80	85	90	93	95
Geography	5	10	20	30	40	50	60	70	80	90	95
Geology	5	10	20	30	40	50	60	70	80	90	95
Weather	20	25	30	35	40	45	50	55	60	65	70
Earth-tec	10	40	60	65	70	75	80	85	90	93	95
Arithmetic	0	20	50	60	70	80	85	90	92	94	95
History	10	30	50	60	70	80	85	90	92	94	95
Lore	10	30	50	60	70	80	85	90	92	94	95
Current events	10	30	50	60	70	80	85	90	92	94	95

5 - CULTURAL:

Skill Name	Inexperienced		Familiar			Experienced			Seasoned		
	0	1	2	3	4	5	6	7	8	9	10
Acubon											
Spoken	0	5	15	20	25	50	55	60	80	90	95
Interaction	0	10	20	30	40	50	60	70	80	90	95
Blount											
Spoken	0	5	20	30	40	60	70	80	90	95	100
Interaction	10	40	40	40	40	60	70	80	85	90	95
Bronth											
Spoken	0	5	20	30	40	60	70	80	90	95	100
Written	0	10	20	30	40	50	60	70	80	90	95
Interaction	10	30	40	50	60	70	75	80	85	90	95
Etiquette	0	5	15	20	25	35	50	65	80	90	95
Corastin											
Interaction	5	10	15	20	25	50	60	70	80	90	95
Croid											
Spoken	0	10	30	35	40	50	55	60	80	90	95
Interaction	0	5	10	15	20	40	45	50	70	75	80
Crugar											
Spoken	0	5	20	30	40	60	70	80	90	95	100
Written	0	10	20	30	40	50	60	70	80	90	95
Interaction	0	10	20	30	40	50	60	70	80	90	95
Etiquette	0	5	10	15	20	35	50	65	80	90	95
Human											
Spoken	0	5	20	30	40	60	70	80	90	95	100
Written	0	10	20	30	40	50	60	70	80	90	95
Interaction	10	30	40	50	60	70	75	80	85	90	95
Etiquette	0	10	20	30	40	50	60	70	80	90	95
Military Etiq.	0	10	50	60	70	80	85	90	92	94	95
Caji Etiq.	0	10	20	30	40	50	60	70	80	90	95
Rainian											
Spoken	0	5	15	20	25	50	55	60	80	90	95
Written	0	5	10	15	20	40	45	50	60	70	80
Interaction	10	20	30	35	40	50	55	60	70	80	90
Etiquette	0	10	20	30	40	50	60	70	80	90	95
Salu											
Interaction	10	30	40	50	60	70	75	80	85	90	95
Shantha											
Spoken*	0	5	10	15	20	25	30	35	40	50	60
Written*	0	5	10	15	20	25	30	35	40	45	50
Etiquette*	0	5	10	15	20	30	40	50	65	80	95
Thriddle											
Spoken	0	10	30	40	50	60	70	80	85	90	95
Written*	0	5	10	15	20	30	40	50	60	75	95
Interaction	30	40	50	55	60	65	70	75	85	85	95
Etiquette	0	5	10	15	20	25	30	40	60	80	90
Thivin											
Interaction	30	40	50	60	65	70	75	80	85	90	95
Woffen											
Spoken	0	5	20	30	40	60	70	80	90	95	100
Interaction	20	40	50	60	70	80	85	90	92	94	95
Etiquette	0	10	20	30	40	50	60	70	80	90	95

2 - ANIMAL HANDLING:

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
Thombo	30	40	65	70	75	80	85	90	92	94	95
Talmaron	10	20	40	45	50	60	65	70	80	85	95
Bochigon	5	10	30	35	40	60	65	70	80	85	95
Horses	40	50	65	70	75	80	85	90	92	94	95
Tarro	5	10	30	35	40	60	65	70	80	85	95
Pibber	30	40	65	70	75	80	85	90	92	94	95

3 - CITY SKILLS: (1 point if raised in city)

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
Bargain	10	20	40	50	60	70	75	80	85	90	95
Bribe	10	20	40	50	60	70	75	80	85	90	95
Fast talk	10	20	40	50	60	70	75	80	85	90	95
Getting Around	5	10	40	50	60	80	85	90	92	94	95
Hide	30	40	50	60	65	70	75	80	85	90	95
Contacts	0	10	20	30	40	50	60	70	80	90	95
Bureaucracy	0	10	30	35	40	70	75	80	90	92	95

4 - THIEF (Githerin):

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
Lie	30	40	50	60	65	70	75	80	85	90	95
Pick pockets-A	0	5	30	40	50	60	70	75	80	85	90
Pick locks-A	0	10	20	30	40	50	60	70	80	90	95
Underground Info	0	5	10	20	25	50	60	70	80	90	95
Poison	0	10	20	30	40	50	60	70	80	90	95
Stalk-A	0	10	20	30	40	50	60	70	80	90	95

3 - OUTLAND (2 points if raised in a rural area)

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
Conceal self-A	20	30	50	60	65	70	75	80	85	90	95
Cook	10	30	50	60	70	80	85	90	92	94	95
First aid	0	20	50	60	70	80	85	90	92	94	95
Foraging	10	20	30	40	50	60	70	80	85	90	95
Wilder Travel	5	10	20	30	40	50	60	70	80	90	95
Silent Move-A	5	10	20	30	40	50	60	70	80	90	95
Set traps	5	10	20	30	40	50	60	70	80	90	95
Tracking	5	10	20	30	40	50	60	70	80	90	95
Set Up Camp	5	10	20	30	40	50	60	70	80	90	95

3 - SAILING:

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
Seamanship	0	5	40	50	60	70	80	85	90	93	95
Sail master	0	5	10	15	20	40	50	60	80	90	95
Navigation*	0	10	20	30	40	50	60	70	80	90	95
Ship wright*	0	10	20	30	40	50	60	70	80	90	95

3 - ARTS:

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
Dancing	0	10	20	30	40	50	60	70	80	90	95
Singing	0	10	20	30	40	50	60	70	80	90	95
Dichandra st	0	10	20	30	40	50	60	70	80	90	95
Jampers	0	10	20	30	40	50	60	70	80	90	95
Tenter shines	0	10	20	30	40	50	60	70	80	90	95
Whosins	0	10	20	30	40	50	60	70	80	90	95
Carving	0	10	20	30	40	50	60	70	80	90	95
Painting	0	5	10	15	20	25	30	35	40	45	50
Story telling	0	30	50	60	70	80	85	90	92	94	96
Oration	0	10	20	30	40	50	60	70	80	90	95

5 - CLASSICS (Familiarity with all. None at experienced level)

(every Social point above 14 gains a skill level bonus)

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
History	0	5	20	30	40	50	60	70	80	90	95
Literature*	0	5	20	30	40	50	60	70	80	90	95
Mathematics*	0	5	20	30	40	50	60	70	80	90	95
Languages*	0	5	20	30	40	50	60	70	80	90	95
Philosophy*	0	5	20	30	40	50	60	70	80	90	95

5 - SCIENCES (every Social point above 14 gains one skill level bonus)

	Inexperienced		Familiar			Experienced			Seasoned		
Skill Name	0	1	2	3	4	5	6	7	8	9	10
Biology*	0	10	20	30	40	50	60	70	80	90	95
Earth-Tec*	0	10	20	30	40	50	60	70	80	90	95
Geography*	0	10	20	30	40	50	60	70	80	90	95
Geology*	0	10	20	30	40	50	60	70	80	90	95
Isho Weather	0	5	10	15	20	30	40	50	60	70	80
Weather*	0	5	10	15	20	25	30	40	50	60	70
Medicine*	0	10	20	30	40	50	60	70	80	90	95
Physics*	0	5	20	25	30	40	50	60	70	80	90
Astronomy*	0	5	20	30	40	50	60	70	80	90	95
Emulates*	0	10	20	30	40	50	60	70	80	90	95

ISHO SKILLS

DYSHAS

9 7 5 3 1	DESTI: red	Isho	Rng.	EFFECT:
☐☐☐☐☐	Lightning Blast	10	40	Bolt of heat. Roll injury.
☐☐☐☐☐ →	Stuff	15	40	Spreads limbs. Roll injury.
☐☐☐☐☐	Frost Bolt	20	20	Bolt of cold. Roll injury.
☐☐☐☐☐ →	Lightning Strike	40	20	Bolt which throws an opponent. Roll Injury
☐☐☐☐☐	Penetration Bolt	50	10	Bolt of lightning blast that penetrates any armor. roll injury.

9 7 5 3 1	DU: orange	Isho	Rng.	EFFECT:
☐☐☐☐☐	Orb of Light	1	40	1 Minutes bright, or 1 hour dim.
☐☐☐☐☐	Flingers	12	40	5 small orbs of heat. Roll injury as Cast Energy -4.
☐☐☐☐☐ →	Quantum	15	20	Orb of heat. Roll injury as Cast Energy -2.
☐☐☐☐☐ →	Cast Energy	10	20	Orb of heat. Roll injury.
☐☐☐☐☐	Crater	30	10	Orb of heat which explodes. Roll injury.

9 7 5 3 1	EBBA: yellow	Isho	Rng.	EFFECT:
☐☐☐☐☐	Power Orb	5	40	Powerful push. Roll injury.
☐☐☐☐☐	Force	10	20	Field that pushes. Bonus of 5 on chance to hit.
☐☐☐☐☐ →	Tumble	10		50 meters of fall cushened.
☐☐☐☐☐	Levitate	20		A 50 kg. caji is lifted 4 meters in 2 rounds.
☐☐☐☐☐ →	Power Hold	10	10	Lasts 30 seconds. Defense Size is +3 for pulling away.
☐☐☐☐☐	Spinner	40	5	Spin a defender. -5 to Advantage.
☐☐☐☐☐	Constrictor	40	5	The orb pinches around objects. Roll injury.

9 7 5 3 1	LAUNTRA: grn	Isho	Rng.	EFFECT:
☐☐☐☐☐	Fire Touch	5		Heat. Roll injury.
☐☐☐☐☐	Healer	15		2 Stamina points of healing.
☐☐☐☐☐ →	Night Eyes	1		10 seconds.
☐☐☐☐☐	Faint Touch	1		Imbalances Isho of defender.
☐☐☐☐☐ →	Quiet	10		Lasts 1 minute.
☐☐☐☐☐	Spider Grip	10		Lasts 1 minute.
☐☐☐☐☐	Spectral Stun	20		-5 Advantage for 3 rounds.

9 7 5 3 1	GOBEY: black	Isho	Rng.	EFFECT:
☐☐☐☐☐ →	Shield	5		Downgrades injury by 5. Lasts one round.
☐☐☐☐☐	Bubble	20	10	Downgrades injury by 5 points. survives 100 stamina loss.
☐☐☐☐☐ →	Body Shield	30		Stops 100. Lasts 10 minutes.
☐☐☐☐☐	Wall	50	5	Stops 500. Lasts until destroyed.
☐☐☐☐☐ →	Shield Shatter	20	20	Destroys 100. Takes 5 rounds
☐☐☐☐☐	Cage	40	20	Stops 100. Roll injury for lightning blast.

9 7 5 3 1	SHAL: blue	Isho	Rng.	EFFECT:
☐☐☐☐☐	Faint	1	40	Imbalances Isho of defender.
☐☐☐☐☐	Calm Animal	20	40	Calms rage in animal.
☐☐☐☐☐ →	Darkness	30	20	Blinds for 10 seconds.
☐☐☐☐☐	Scramble	50	20	No orbs for 1 minute.
☐☐☐☐☐ →	Body Freeze	25	20	No movement for 10 seconds.
☐☐☐☐☐	Brain Blast	35	20	1 point of stamina lost.
☐☐☐☐☐ →	Craze	30	20	10 seconds of epilepsy, wound roll.
☐☐☐☐☐	Drain	50	10	1/2 Isho is lost by defender.
☐☐☐☐☐	Senses	40	10	Imperceptive for 10 seconds.

9 7 5 3 1	TRA: white	Isho	Rng.	EFFECT:
☐☐☐☐☐	Deflector	1		Will reroute 5 points of an orb or bolt.
☐☐☐☐☐	Inner Ear	2	5	Hear through wall for 10 seconeds.
☐☐☐☐☐ →	Inner Eye	2	5	See through wall for 10 seconds.
☐☐☐☐☐ →	Reflect	50		Deflects orb or bolt in chosen direction.
☐☐☐☐☐	Power vine	100		User gains 500 Isho. 8 stamina loss. Only once per week.
☐☐☐☐☐	Create Warp	100	5	Warp created by orb. Lasts 10 seconds.

COLOR POINTS

Color Points = Color Characteristic x1 (humans)
x2 (muadra & boccord)

ISHO POINTS

Isho Points = Isho Characteristic x1 (humans & boccord)
x2 (muadra)

INTERFERENCE

For Humans & Boccord

Moon Name	1	2	3	4	5	6	7	8	9	10
Desti	12	10	8	7	6	5	4	3	2	2
Du	16	14	12	10	8	6	5	4	3	2
Ebba	16	14	12	10	8	6	5	4	3	2
Launtra	16	14	12	10	8	6	5	4	3	2
Gobey	16	14	12	10	8	6	5	4	3	2
Shal	16	14	12	10	8	6	5	4	3	2
Tra	16	14	12	10	8	6	5	4	3	2

UNWEAVING

For Muadra

Moon Name	1	2	3	4	5	6	7	8	9	10
Desti	18	16	14	12	11	10	9	8	7	6
Du	18	16	14	12	10	8	6	4	3	2
Ebba	18	16	14	12	10	8	6	4	3	2
Launtra	18	16	14	12	10	8	6	4	3	2
Gobey	18	16	14	12	10	8	6	4	3	2
Shal	18	16	14	12	10	8	6	4	3	2
Tra	18	16	14	12	10	8	6	4	3	2

ISHO SENSITIVITY SKILLS

	Inexperienced		Familiar			Experienced			Seasoned		
SKILL NAME:	0	1	2	3	4	5	6	7	8	9	10
Color Points:	3-14	15-18	19-24	25-30	31-35	36-40	41-55	56-60	61-65	66-75	76-80
Spotting	.	10m	20m	40m	60m	80m	100m	125m	150m	175m	200m
Scanning	.	.	2m	10m	20m	40m	60m	80m	100m	125m	150m
Know Color	.	.		Y	Y	Y	Y	Y	Y	Y	Y
Flase Signature	.	.	.	.	+8	+6	+4	+2	+1	+0	1
Mask Signature	.	.	.	.	.	+10	+8	+6	+4	+2	+1
Pick up Wind	24h	24h	22h	20h	18h	12h	6h	3h	2h	1h	30 min.
Aware Isho pts.	.	200	100	50	30	20	10	7	5	3	1
Aware Isho range.	.	10m	20m	40m	60m	80m	100m	120m	140m	160m	200m
Tra Sense	.	.	.	.	Coarse	Coarse	Coarse	Fine	Acute	Acute	Acute
Estimate Isho	.	.	.	.	guess	close	close	close	know	know	know
Guess Color	.	.	.	.	.	guess	guess	guess	close	close	close

COMBAT SUMMARY SHEET

Step 1: ADVANTAGE

Advantage Rolls for Melea Combat: D20 each round

1 - 5	No attack or Defense Possible.
6 - 10	Defensive tacticss, such as a dodge or a block are possible. Player cannot attack.
11 - 15	Player may either defend or use an attack such as a sword swing or a lunge.
16 - 19	Player may attack and defend in the same round.
20	Player may attack and defend in the same round with a special bonus; all attack and defense rolls become 5 points easier.

Advantage Rolls for Range Combat: D20 each round

1 - 5	No attack or special defense possible.
6 - 19	Player may launch an attack. Evades are possible.
20	Player may launch an attack or attempt to evade. Special bonus of 5 to all attacks and defenses.

Advantage Modifiers for Hand-to-Hand Combat

Defender is slightly Surprised	+5 to Attacker's Advantage
Defender is unprepared:	-5 to defender
Defender has fallen, is on the ground:	+5 to Attacker -5 to Defender
Attacker is charging at full speed:	+5 to Attacker
Defender is flanked:	+5 to Attacker
Attacker is behind Defender	+10 to Attacker
Attacker is above Defender:	+5 to Attacker
Combatants have poor footing:	-1 to -10 to All
Combatants have poor mobility:	-1 to -10 to All
Poor visibility:	-1 to -10 to All

Step 2: ROLLING TO HIT

Hand-to-Hand Combat

1. Find base number for attack on character sheet.
2. Choose attack type and location.
3. Add modifiers for location and attack type.
4. Roll against modified base number on a D20.
5. If defending, the opponent rolls against his defense number.

Attack type and location

	Body	Head	Arm	Leg
Swing	0	7	6	6
Thrust	3	10	12	8
Lunge	6	12	11	15
Overhead	6	9	9	12

Attack bonuses for Penetration & Injury

Attack Type	Bonus to roll for Armor Penetration	Bonus on roll To injure
Swing	0	0
Thrust	1	0
Lunge	2	1
Overhead	1	2

Range Combat:

1. Find base number on charts below:
2. Add skill modifier with weapon from character sheet.
3. Penalize for chosen hit location (see bottom chart).
4. The target is hit if the roll of a D20 is ≥ the number found in steps 1,2,3. (subtract from injury roll:

Numbers listed in meters for (stationary, moving, running)

Weapon	2-5	5-10	10-20	20-35	35-50
T-knife	2,5,8	5,9,14	12,16,20	18,25,32	
Spear	2,5,8	5,8,12	9,12,16	13,19,22	18,26,32
Sling	2,5,8	4,7,11	13,17,22	20,27,33	
Bola	2,5,8	4,7,11	11,15,19	17,24,30	24,31,42
Rock	2,5,8	4,7,11	11,15,19	17,24,30	24,31,42

Weapon	0-3	3-10	10-25	25-50	50-100	100-200
Bow	2,5,8	3,6,9	5,8,12	9,12,17	15,20,26	22,29,34
Longbow	3,6,9	3,6,9	5,8,12	9,12,17	14,19,25	20,27,32
Cross bow	2,5,8	3,5,8	4,7,12	8,11,16	14,19,25	22,29,34
Dyshas	2,4,7	3,5,9	4,7,14	8,12,17	15,19,25	21,28,33
Pistols	2,4,7	3,5,9	4,7,12	8,11,16	13,18,24	18,25,30
Rifles	2,4,7	3,5,9	4,7,12	7,10,15	10,14,20	14,19,25

Weapon	200-500	500-1000	1000-2000
Bow	28,35,41	-	-
Long bow	24,31,37	-	-
Cross bow	29,37,43	-	-
Dyshas	27,34,42	-	-
Pistols	23,30,37	30,37,45	-
Rifles	18,24,30	24,32,38	32,38,46

Weapon	Max Rng Pistol,Rifle
Blaster	150,1200
Laser	750,2000
Field Ram	150,800
Stunner	75,400
Pulsar	75,400

Step 3: ARMOR PENETRATION

1. Roll 2D6.
2. Add Attack Bonus from front on Character Sheet.
3. Add any Attack Bonus from Step 2: Attack type.
4. Weapon penetrates armor if roll is ≥ the number below.

	Sword 2-srd Knife	Axe B-axe Halberd	Club Mace Staff Rock Sling	Spear Pike M-star Thike Teeth	Bow	L-bow x-bow	Fist kick
Leather	7	6	6	7	6	5	8
Mail	8	7	6	7	6	5	9
Carapace	9	7	6	7	7	6	10
Grunder	9	8	7	8	8	6	9
BED	9	9	9	8	9	7	10
Thail	10	9	9	9	10	8	10

2-Sword = Two Handed Sword
M-Star = Morning Star
X-Bow = Cross Bow
B-Axe = Battle Axe
L-Bow = Long Bow

Location Penalties

Location	Penalty
Body	0
Leg	5
Head	7
Arm	9
Wings	4

Maximum useful rounds of aiming

Weapon	Rounds
Thrown	1
Dysha	2
Bows	3
Pistols	4
Rifles	6

Step 4: ROLL FOR INJURY

1. Roll 2D6.
2. Add attacker's Attack Bonus.
3. Add Attack-Type Bonus.
4. Subtract the defender's Size Modifier (Defense Size)
5. Subtract 1 if the defender is wearing armor.
6. Look up the modified 2D6 roll on the appropriate table below.
7. Look up the injury on the "Effect of Wounds" table below.

Note: Rolls lower than 2 have no effect.

Rolling a random hit location.

Roll 2D6 whenever attack location is not specified.

Location	Melee	Range
Legs	2 - 4	2 - 3
Body	5 - 8	4 - 9
Arms	9 - 10	10 - 11
Head	11 - 12	12

Primative Hand-to-Hand Weapons

	Sword	2-hand Sword	Knife	Axe	Battle Axe	Club	Staff	Mac	
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2
3	-	-	-	-	-	-	-	-	3
4	-	-	-	-	Min	-	-	-	4
5	-	Min	-	Min	-	-	-	-	5
6	Min	-	Min	-	Maj	-	-	-	6
7	-	Maj	-	-	-	Min	-	Min	7
8	Maj	-	Maj	Maj	-	-	Min	-	8
9	-	-	-	-	Crit	-	-	Maj	9
10	Crit	Crit	Crit	Crit	-	Maj	-	-	10
11	-	-	-	-	Death	-	Maj	Crit	11
12	Death	Death	Death	Death	-	Crit	-	-	12
13	-	-	-	-	-	-	Crit	Death	13
14	-	-	-	-	-	Death	-	-	14
15	-	-	-	-	-	-	Death	-	15

	M-Star	Thikes	Spear	Pike	Halberd	Punch	Kick	Bite	
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2
3	-	-	-	-	-	-	-	-	3
4	-	-	-	-	Minor	-	-	-	4
5	-	-	-	-	-	-	-	-	5
6	-	Minor	Minor	Minor	Major	-	-	-	6
7	Minor	-	-	-	-	-	-	Minor	7
8	-	Major	Major	Major	-	-	Minor	-	8
9	-	-	-	-	Crit	Minor	-	Major	9
10	-	Crit	Crit	Crit	-	-	-	-	10
11	Major	-	-	-	Death	-	Major	-	11
12	-	Death	Death	Death	-	Major	-	Crit	12
13	-	-	-	-	-	-	Crit	-	13
14	Crit	-	-	-	-	Crit	-	Death	14
15	Death	-	-	-	-	Death	Death	-	15

Range Weapons and Energy Weapons

	Bow	Long Bow	Cross Bow	Rock	Sling	Blaster	Pulsar	Laser	Field Ram	
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2
3	-	-	-	-	-	-	-	-	-	3
4	-	Minor	Minor	-	-	Minor	-	-	-	4
5	Minor	-	-	-	-	-	-	Min	-	5
6	-	Major	Major	-	Minor	Major	Minor	-	-	6
7	Major	-	-	-	-	-	-	-	Minor	7
8	-	-	-	Minor	-	Crit	-	Major	-	8
9	Crit	Crit	Crit	-	-	-	-	-	-	9
10	-	-	-	-	Major	Death	Major	-	Major	10
11	Death	Death	Death	-	-		-	Crit	-	11
12	-	-	-	Major	Crit	-	Crit	-	-	12
13	-	-	-	-	-	-	-	Death	Crit	13
14	-	-	-	Crit	Death	-	Death	-	-	14
15	-	-	-	Death	-	-	-	-	Death	15

Treat the damage of a field ram as bludgeon damage.
Energy Weapons: Subtract 1 for every 3 points of Defense Size

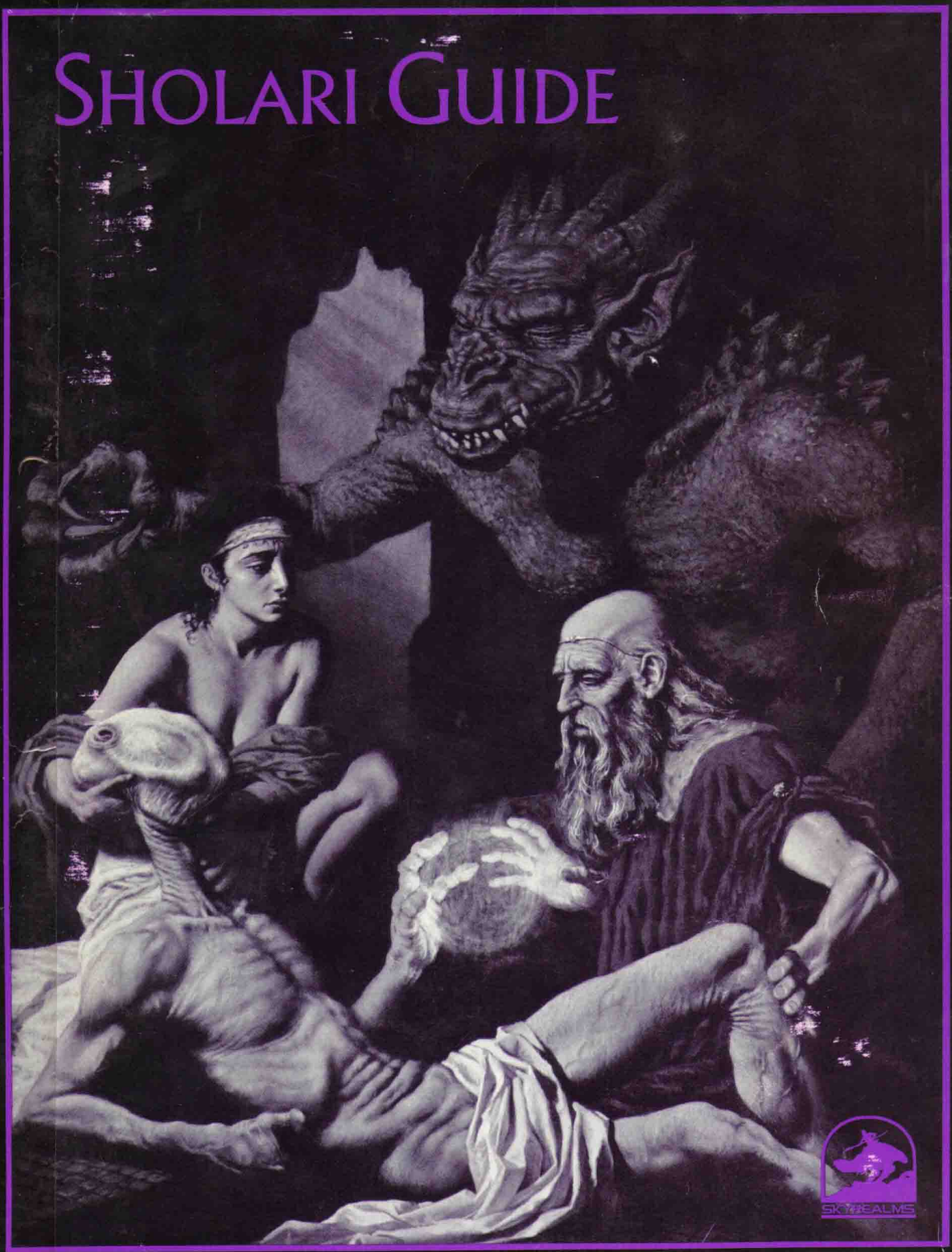
Dyshas

	L-Blast	Stiff	Frost Bolt	L-Strike	Cast Energy	Crater	Power Orb	Con-strictor	Fire Touch	Craze	
2	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	Sup	2
3	-	-	-	-	-	-	-	-	-	-	3
4	-	-	-	Minor	Minor	-	-	Minor	Minor	-	4
5	Minor	-	Minor	-	-	Minor	-	-	-	-	5
6	-	-	-	Major	-	-	-	-	-	-	6
7	-	-	-	-	-	-	Minor	-	-	Minor	7
8	-	-	Major	-	-	Major	-	Major	Major	-	8
9	-	-	-	Crit	Major	-	-	Crit	-	-	9
10	Major	Minor	-	-	-	-	-	Sever	-	-	10
11	-	-	-	Death	-	Crit	Major	-	Crit	-	11
12	-	-	Crit	-	-	-	-	-	-	-	12
13	-	-	-	-	Crit	-	-	-	-	Major	13
14	Crit	-	-	-	-	Fatal	Crit	-	Fatal	-	14
15	-	-	Fatal	-	-	-	-	-	-	-	15
16	-	Major	-	-	Fatal	-	-	-	-	-	16
17	-	-	-	-	-	-	Fatal	-	-	Crit	17
18	Fatal	-	-	-	-	-	-	-	-	-	18
19	-	-	-	-	-	-	-	-	-	-	19
20	-	-	-	-	-	-	-	-	-	Fatal	20

The Effects of Wounds

	Arm	Leg	Body	Head
Superficial	-1 to Advantage until rested	Defender may fall if Running Roll 3D6 higher than Agility and defender falls	-1 to Advantage until rested	Defender falls unconscious on a 3D6 roll higher than Constitution. Give bonus of 5 for non-bludgeon weapons. Lasts D20 seconds.
Minor	Defender drops what's in hand on a 3D6 roll above Strength -2 to Advantage until treated	Defender falls -2 to Advantage until Treated	No attack this round -5 to Advantage next round -2 to Advantage until treated	Defender falls unconscious on a 4D6 roll higher than Constitution. Lasts D6 minutes. -2 to ADV until treated.
Major	Defender drops what's in hand. Cannot use arm until healed. -4 to Advantage until treated.	Defender fall & cannot get up. Cannot use leg until treated. -4 to Advantage until treated.	Defender falls. Defender falls again every round if 4D6 beats Constitution. -4 to Advantage until treated.	Defender unconscious for D20 hours. -4 to Advantage until treated.
Critical	Defender cannot use arm. Also counts as a major to the body	Defender falls. Cannot walk. Counts as a major to the body.	Defender falls. Roll 4D6 against Con each round to check for unconsciousness. Will die in a few minutes.	Coma D20 days starting immediately.
Death	Arm destroyed or severed. Also counts as a critical to the body.	Leg destroyed or severed. Also counts as a critical to the body.	Death.	Death.

SHOLARI GUIDE



Sholari Guide

SkyRealms of Jorune
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CHAPTER 1
LEARNING ABOUT SHOLARI

In the shanthic language, Sholari means "guide," or "teacher." For the purposes of gaming, the Sholari will be the person who acts as "judge," or "referee." This person will be responsible for creating plots (often referred to as campaigns) and characters. The game's Sholari must have a good understanding of the Jorune basics, like character generation, combat, and encounters. Optimally, the Sholari reads through all three books in advance of gaming. It speeds things up considerably to have someone already familiar with the material when players are creating their character sheets.

The person who is the game's Sholari has no single character sheet. Instead, a small sized sheet will be prepared for every person and creature the players encounter (Non-Player Characters, "NPC's") during their journeys on Jorune. While a player needs to spend time deciding what skills to take, and what to buy, the Sholari has all the makings of a variety of pre-created characters. You will be able to create characters in just a few moments, with some practice.

For those new to role-playing, a good question might be, "What does the Sholari actually do during gaming?" Only with compassion and understanding can a fruitful answer be reached. "The Sholari is expected to do everything the players don't do." The Sholari will describe to the players their surroundings, give descriptions of people and creatures they encounter, and role-play all of the NPC's. The Sholari is like a storyteller telling a story, except that not all the characters are under the Sholari's control. The Sholari's stories will develop with time, adapting a bit here and there to fit in with the actions of the players.

ONLY SHOLARI'S READ FROM THIS POINT ON.

Here's a list of what we'll cover in the Sholari Guide:
(1) Learn a little about being a Sholari
(2) Learn how to generate encounters
(3) Learn how to conduct encounters
(4) Read descriptions of Jorune creatures.
(5) Read descriptions of items available on the planet
(6) Learn more about the planet Jorune

References will constantly be made to intelligent races. This should not present a problem if you have read the quick (but possibly biased) descriptions given by Kirra Ho-Trid in the Tauther Guide. Read the description of any race before attempting to use it in an encounter.

The Sholari's Responsibilities

As Sholari, you will be:

(1) Refereeing and creating campaigns.

(2) Judging who deserves what. The Sholari gives skill points to characters who have spent time practicing or using skills. Clear thinking is necessary here if spats between players is to be avoided. The Sholari must be impartial to the various players.

(3) Taking flak. If a player messes up, the Sholari's judgement is sometimes suspect. Although it's no fun to admit to errors in judgement, its darn near impossible not to make them. A player who gives the Sholari a hard time probably doesn't know how much there is to refereeing a fantasy role-playing game. Don't despair when someone is unhappy about the fate of their character. Break for pizza.

(4) Lastly, the Sholari will be spending time outwitting players who come up with ridiculous schemes for "winning." Those who try to "win" at fantasy role-playing games suffer from the misconception that exploiting loopholes in the rules is purpose of gaming. Here is an example of the most common tactic used by the "No Lose Player" (abbreviated NLP).

NLP's often wear the armor of three people, just to be safe. They carry weaponry powerful enough to take on two dozen creatures, for breakfast. As Sholari, you should form a mental image of what such a character looks like. If you saw such a person walking towards you, would you?

(a) Rush out to greet him
(b) Call for help
(c) Grab the nearest heavy object
(d) Run for cover
(e) Carry on as usual, as if people like this are common sights.

If you chose (a) or (e), the NLP will love you. Unfortunately, these are the wrong responses. Personally, if I saw a tank roll up on my driveway, I wouldn't stand around to greet who's inside.

You can change the NLP's ways. By applying penalties to such characters in your campaigns, these "walking fortifications" will soon realize that they are menaces to be avoided or destroyed. Simply having a character taken off the streets by local guards for scaring children might be enough to get the idea across.

You might face players who think they can run around with serious wounds. We've purposely made it so that healing is rapid with limilates and crystals. If taking wounds doesn't hurt and slow you down, why bother with a combat system at all? Players who don't rest, don't heal.

The biggest problem you may face are players who go around killing everything that moves. You *know* what happens to someone like that in our society. Although Jorune's methods of maintaining law & order aren't as advanced as ours, it's a sure bet that someone's going to be sent out to stop walking machine-guns.

Even if the players are well-intentioned, there will be times when the rules don't apply, or are vague about a situation. In such cases, use your judgement. Keep with the flavor of Jorune—You are a Sholari!

Major Responsibilities

The Sholari rewards players when they make good decisions and when they fulfill their objectives. Rewards come in the form of wealth, improvement in a character, and social acceptance.

Wealth

Rewarding characters with items (as treasures, gifts, etc.) works out well as long as the Sholari doesn't go too far. There are only so many powerful items listed on the pages ahead. Those who game for material wealth will lose interest if they own one of everything. Be stingy with the good stuff. It'll make it worth more to the players.

Wealth also comes in the form of money. It's pretty safe for a Sholari to reward players with a gem here, a few gemlinks there. Care must only be taken that the game does not become "Bank Rolls of Jorune." Players have been known to become *possessed* by greed.

Improving Characters

The Sholari can improve characters' skills by putting them in learning situations, such as training. It's better, however, to let players build their characters slowly, in situations where they use, test, and improve their skills.

Social Acceptance

Social acceptance is one of the keys to success on Jorune. Each engraving on a challisk brings a character 1 point of Social (add 1 to the character's Social characteristic). Each engraving on the Drenn Wall brings a character 5 points of Social.

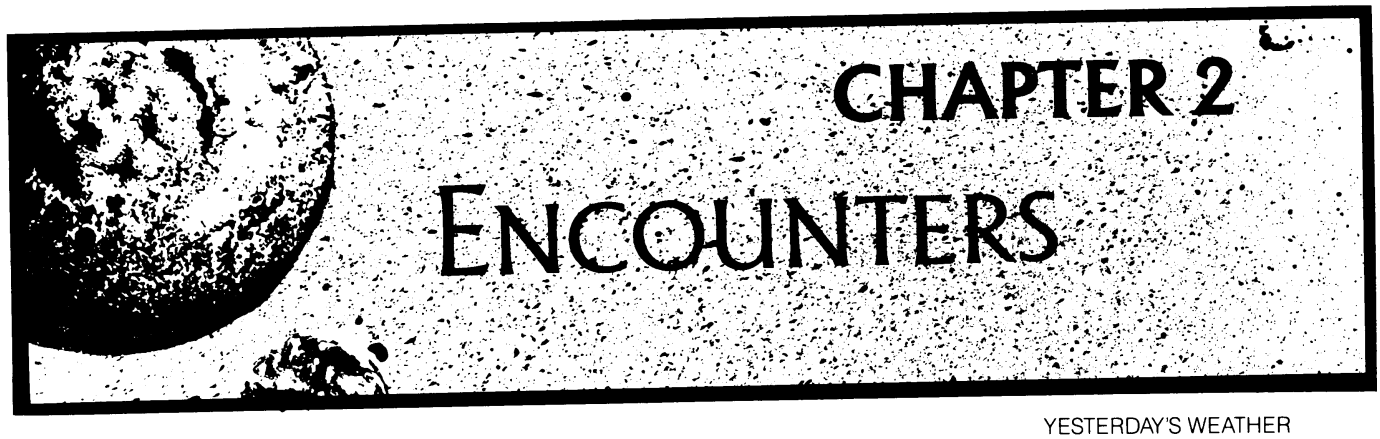
When a tauther's Social has climbed to about 50 points, that character is probably ready to formally apply for the privilege of citizenship. There is a base 75% of success in applying. For every Social point below 50, reduce this chance by 10%. For every point above 50, increase the chance by 2%. If the attempt fails, the character can try again in a few months. The whole tauther process takes anywhere from ten months (the legal minimum) to a few years. There are, of course, those who never attain citizenship.

Go slow on filling challisks with copras. Drenn have a quota of only 5 copra marks per year that they can make. Muadra-Drenn are restricted to only 1 per year. Any Drenn who marks a tauther's challisk is weighing this tauther against others, and is thinking about the consequences to his own reputation. Even more rarely will a Drenn travel to the Hall of Drenn to mark a copra into the Drenn Wall. Characters must have accomplished something substantial to warrant this favor. Often, Ardoth is a long ways away. Drenn don't just pack their bags and go off to the Drenn Wall when they meet someone decent and deserving.

When characters themselves are Drenn, make them *feel* it. Give them the responsibilities and privileges described in the Player Manual (the end of chapter 7) and the Tauther Guide. Permit humans to attain energy weapons. Use judgement; don't start them off with a blaster rifle. By keeping tabs on energy weapons (through kims and yords) and restricting power cell availability, you should be able to strike an effective balance of responsibility and freedom.

While your attention is so carefully focused on directing player characters, this word of advice: *Don't let players kill shanthas or other forms of respectable life with energy weapons.*

A blaster shot to the head is a blaster shot to the head. It doesn't matter if you're a Dharsage ruler. Characters who go on killing sprees should be stopped. Use daijic. Use yords. Use shanthas. Use whatever you need, but try to get your players into a somewhat productive, non-destructive mode. Only then will they have an opportunity to learn more about crugar than how many sword swings they can take.



Encounters

Keep in mind that encounters are ideas *represented by numbers*, but not *dictated by them*. Here are a few pointers:

(1) Create details of non-player characters (NPC's) within the context of your story. Make something up if it sounds good. Link your encounters together; make them to part of a cohesive world.

(2) Never use an encounter generated on the charts or tables if it doesn't make sense or seem interesting. Dice should be friendly, not dictatorial.

(3) Form a mental image of the situation. If the encounter takes place in a city, what else is going on around the players? In the wilderness, what type of terrain are the players in? How far are the players from cover? The players can't live in a world you can't describe.

(4) Don't kill players indiscriminately. "Instant death" should be avoided at all costs. In a role-playing game, players expect their actions and decisions to determine their fate. If you "make them dead," they won't derive much pleasure from gaming.

A Few Sample Encounters

Each of the following encounters were generated on the tables that follow. Using this system, you can't help but be a good ref!

- While traveling through Ardoth, a lost bronth who wants to buy a tarro asks the players for directions.

- An old gardener who is tending the shrubs of an expensive house asks the players for help in digging out a root.

- A young muadra admires a caji in the party, and follows the players across town for a while.

This is just a glimpse of what the system will generate. Given a few minutes, you can add great detail to your encounters, figuring out NPC's motivations and actions.

Daily chores as Sholari

As a Sholari, it is your job to make sure that players are healing from injury, decide upon the players' traveling progress, determine the weather and the Isho weather. First, decide what the present weather is like. Then, every day, roll a 2D6 for weather, and a 2D6 for Isho weather. Look down yesterday's column until you find the new weather. Then, switch to that new weather column for tomorrow's roll.

		YESTERDAY'S WEATHER				
		HOT	CLEAR	CLOUDY	RAIN	STORM
NEW WEATHER	HOT SPELL	2-6	2	-	-	-
	CLEAR	7-11	3-10	2-6	2-4	2-3
	CLOUDY	12	11	7-8	5-7	4-6
	RAIN	-	12	9-11	8-10	7-9
	STORM	-	-	12	11-12	10-12

Subtract 1 for Mullin (summer)
Add 1 for Crith (winter)
Subtract 3 for desert conditions
Add 2 for regions of heavy rain

Roll for Isho weather in the same way as you did normal weather. A 2D6 is used. Assume "normal" Isho weather for the first day. Descriptions of the different Isho weather types follow this table.

		YESTERDAY'S ISHO WEATHER			
		ISHO DRY	NORMAL	HEAVY ISHO	ISHO STORM
NEW WEATHER	ISHO DRY	2-6	2	-	-
	NORMAL	7-12	3-11	2-7	-
	HEAVY ISHO	-	12	8-10	2-9
	ISHO STORM	-	-	11-12	10-12

The Sholari determines what the effect the geography will have upon Isho weather. In some cases, a few points might be added or subtracted from the die roll.

In the Doben-al, subtract 3 points from the die roll.

Isho Dry: The Isho wind is weak on this day, divide Isho by two for all creatures. Dry spells sometimes last for a few days.
Normal: Normal Isho
Heavy Isho: The Isho wind is especially heavy on this day. All creatures start their day at double Isho.
Isho Storm: Sleeping creatures with more than 15 Isho points will be awakened, startled, when the storm hits. Isho is tripled during an Isho storm. The skies flash with energy. The excessive Isho within muadra's bodies will become unbearable after an hour or so. Those with 15 or more Isho points must discharge it or become living lightning rods for the storm's fury. Those in lower Isho ranges will feel discomfort, but need not kern. On days of Isho Storm, even Ardoth permits the discharge of Isho outside kerning bays; the bays will be filled to capacity. Daij meat will bring harms those who eat it on storm days. The Isho intensity in the surroundings is too great. Everyone tends to be irritable during Isho storm; they have a greater tendency to bump into each other, trip, miscount, etc. The lower one's Isho, the less effected one will be. Most humans stay indoors on days of Isho Storm. Muadra must remain outside, or risk great damage to their homes.

Town Encounters

To generate town encounters, (1) roll for the type of the encounter, (2) roll for the occupation of the NPC's, (3) roll for their race, (4) roll to see how the encounter starts, (5) roll for the quirks of those encountered, (6) roll to see the response of the NPC's to the encounter.

Type of Town Encounter

To generate the type of encounter, roll a D100 on the table below. The number of creatures encountered can be immediately determined with the suggested die roll next to the group's name. When you have the major type of encounter, roll another D100 within that group.

A * means to roll twice, and take the *lower* of the two rolls.

Type of encounter:

1 - 10	Wanderers: D20*
11 - 20	Laborer: D20
21 - 30	Labor occupations: 2D6*
31 - 40	Street occupations: D6*
41 - 45	Fighters: D6
46 - 65	Display: 2D6*
66 - 80	Strangers: D6
81 - 100	Major occupations: D6

OCCUPATION TYPES:

Wanderers:

1 - 10	Addict
11 - 40	Scavenger
41 - 60	Homeless
61 - 100	Beggars

Laborer

1 - 50	Durlig puller
51 - 60	Mover
61 - 70	Miner
71 - 85	Harvester
86 - 100	Digger

Labor occupations

1 - 5	Sailor
6 - 15	Fisherman
16 - 25	Carpenter
26 - 30	Butcher
31 - 35	Tanner
36 - 45	Farmer
46 - 47	Trainer
48 - 55	Cook
56 - 60	Garment maker
61 - 62	Drinks
63 - 64	Oils
65	Perfumes
66 - 67	Rugs
68 - 70	People groomer
71 - 73	Animal groomer
74 - 75	Shoes
76 - 85	Builder
86 - 90	Tapestry
91 - 93	Gardener
94	Jeweler
95 - 100	Weaver

Street occupations

1 - 15	Githerin
16 - 60	Trader
61 - 65	Flower seller
66 - 85	Food sellers
86 - 100	City guide

Fighters

1 - 30	Yord (Guard)
31 - 40	Archer
41 - 60	Patroller
61 - 70	Rogue
71 - 95	Daijic
96 - 100	Soldier

Display

1 - 20	Dancer
21 - 55	Crafts maker
56 - 85	Musician
86 - 95	Singer
96 - 100	Writer

Strangers

1 - 40	Traveling through
41 - 50	Vacationing
51 - 75	Doing work (private)
76 - 90	Doing work (concerning their job)
91 - 100	Temporary from another city

Major occupations

1 - 5	Klade father or mother
6 - 10	Administration
11 - 15	Kim member
16 - 20	Beaster
21 - 25	Caji houser
26 - 40	Caji
41 - 70	Tauther
71 - 75	Hishtin
76 - 80	Teacher
81 - 83	Hunter
84 - 85	Healer
86 - 90	Iscin
91 - 92	Yordeh (Lawyer)
93	Copra
94 - 98	Translator
99 - 100	Etiquette

Race of a Town Encounter

Next, we'll roll for the race of the encountered creatures. Use a D100.

1 - 35	Human
36 - 55	Boccord
56 - 70	Muadra
71 - 75	Woffen
76 - 79	Thivin
80 - 85	Bronth
86 - 90	Salu
91 - 94	Thriddle
95 - 98	Crugar
99 - 100	Unexpected Race

The unexpected races:

1 - 20	Acubon
21 - 40	Corastin
41 - 60	Scarmis
61 - 70	Shantha
71 - 80	Ramian
81 - 90	Croid
91 - 100	Cleash

Events in a Town

Encounters aren't the whole story. Every setting has a background. Below are lists of common and uncommon events which happen in a town. These lists can give you a much better feeling for Jorune. Use the uncommon list of events sparingly, rolling only once every week or so. The common event's table can be used as often as you wish. Each table uses a D100.

MINOR EVENTS GOING ON IN A TOWN

1	Cletch collection
2	Fight in progress
3	Robbery
4	Crazed Isho use (muadra)
5 - 6	Daijic pursuit
7 - 10	Daijic apprehending someone
11 - 14	Yords giving someone a hard time
15 - 18	Yords arresting someone
19 - 21	Yords in pursuit
22 - 27	An auction is taking place
28 - 32	Bargaining is going on
33 - 36	Squalled surroundings
37 - 41	People strolling in the streets
42 - 46	Really crowded
47 - 49	Pick pocket attempt
50 - 54	Mean dogs
55 - 60	Story teller with people around him
61	Ca-Tra Sholari
62 - 65	Caji doing tricks
66 - 77	Musician playing
78	Sound of energy weapons fire
79 - 81	Sound of dyshas use
82 - 83	Fake limilate salesperson
84	Black market sale
85 - 86	Angry merchant talking to guards
87 - 91	Yords (guards) questioning people
92 - 95	Loose animal
96	Dropped money
97 - 99	Person calling for help
100	Eviction in progress

MAJOR EVENTS GOING ON IN A TOWN

1 - 2	Death of an important person
3	Town raided
4 - 5	Gang going through town
6 - 11	Cletch
12 - 14	Festival
15 - 17	Parade
18 - 22	Funeral
23 - 24	Scragger
25	Fire
26 - 30	Drenn ceremonies
31 - 32	Wild Daijic hunt for caji offenders
33 - 42	Kerning bay events being held (contests)
43 - 48	Durlig harvest days: everyone must help out
49 - 56	Important person arrives: Iscin, kim, Kesht, official
57 - 60	The start of a new building
61 - 63	A protest is going on
64 - 72	Trials held by the kim
73 - 76	Jerrig (marriage)
77 - 81	Shambo: thivin gambling game.
82 - 84	Mayoo: another thivin gambling game.
85	Thombo stampede
86 - 87	Beagre attack
88 - 89	Disease in town
90 - 92	Big accident
93 - 94	Caravan passing through town
95 - 96	Strike
97	Famine
98	Drought
99	Bandits nearby
100	Tremor

How an Encounter Starts

Roll a D100 on the chart below to determine how the players become in contact with the encountered group.

1 - 3	Person asks for a favor
4 - 5	Encounter is chasing someone
6 - 7	Encounter is being chased
8 - 12	The encounter needs information (urgently)
13 - 16	The encounter wants to buy something
17 - 21	The encounter wants to sell something
22 - 25	The encounter is lost
26 - 27	Case of mistaken identity
28 - 29	Crowd pushes players and the encounter together
30 - 33	Directs you somewhere as part of his or her job (detour)
34 - 38	Wants to be hired
39 - 44	Wants to hire someone
45 - 46	Wants someone's opinion on something
47 - 50	Curious
51 - 52	Want's someone to settle a dispute
53 - 55	Bad intentions. . .
56 - 57	Involved in a fight
58 - 60	Doing their job
61 - 64	Buy the player's service
65 - 69	Asks for help
70 - 74	Recreational
75 - 78	Asks is players need help
79 - 80	Unexplained interest
81 - 82	Admires one of the players, compliment
83 - 85	Follows players
86 - 89	Makes a rude comment
90 - 94	Eating
95 - 100	Tavern

Response Roll

A D100 roll will give you an idea of the attitude of the NPC's to the encounter.

1 - 5	In a bad mood. Irritable.
6 - 10	Wants to avoid contact, or be rude if forced into contact.
11 - 20	Unpleasant.
21 - 85	Normal.
86 - 95	Friendly
96 - 100	Very friendly

Subtract 15 from the die roll for any group which would have reason to be unhappy.

Feel free to subtract anywhere from 10 to 30 points if the encountered race is:

- Croid, corastin, crugar, ramian, scarmis, or cleash.

You may treat rolls lower than 1 as an indication that the encountered creature attacks the players.

Quirks of an Encountered Character

Roll a D6 and a D100. Index the D100 on the table below to determine a quirk. If the D6 rolls a 5 or a 6. Roll an additional time. By continuing to roll 5 or 6, you can get many personal quirks.

1 - 2	Naive
3 - 4	Cautious
5 - 6	Trusting
7 - 9	Gerrig chewer
10 - 11	Well groomed
12 - 14	Slob
15 - 16	Irritating
17	Impatient
18	Clumsy
19 - 20	Arrogant
21 - 22	Laughs a lot
23 - 24	Hates a race
25 - 26	Very quiet
27	Mute
28 - 30	Injured character
31	Whistler
32 - 33	Well traveled
34 - 35	Aggressive
36	Passive
37 - 38	Witty
39 - 40	Dull
41 - 42	Cultured
43	Uncouth
44 - 45	Personable
46 - 47	Loud
48 - 49	Neat
50 - 51	Messy
52	Generous
53	Stingy
54 - 55	Incompetent
56 - 57	Plays a musical instrument
58 - 60	Speaks many languages
61 - 62	Story teller
63 - 64	Stuck up
65 - 66	Fanatical
67 - 68	Has a craving
69 - 70	Addicted to something
71 - 74	Querrid like tendencies
75 - 76	Brave
77 - 78	Cowardly
79 - 80	Reckless
81 - 82	Paranoid
83	Wise
84 - 85	Foolhardy
86 - 88	Dressed wrong
89 - 90	Talkative
91	Stutters
92	Practical joker
93	Has thriddle language complex
94	Inferiority complex
95	Deadbeat kind of look
96 - 97	Bright
98 - 99	Charismatic
100	On the verge of death

Don't feel obligated to use this chart for every creature encountered. Use it when you don't already have an idea.

Wilderness Travel

When traveling through the wild, there is a chance that both intelligent, and non-intelligent creatures might be encountered. For each day of wilderness travel, roll a 2D6 for encounters, the weather, and the Isho Weather.

2	4	Non-intelligent encounter
5	8	No encounters
9	12	Intelligent encounter

This table assumes travel by road. Subtract 1 point if traveling off the beaten path. In swamps and jungles, you may wish to increase the probabilities of having an encounter.

Non-intelligent encounters will be generated in chapter 4. Here we discuss intelligent wilderness encounters.

Wilderness Encounters

The following table lists more than one hundred encounter types. Roll a D1000 to select one of them. The number of creatures encountered is listed to the right of the name of the encounter. Stars next to number rolls means to roll twice, and to take the lower of the two rolls.

In addition, there are several "basic reason" why someone would be tromping around somewhere in the wilderness. We break this down into the three groups: violent, indigenous, and mission. Each is described after the table. Many encounters will list the specific reason why the creature is found where it is found.

THE ENCOUNTER TABLE

Roll a D1000 on the table below.

-50 FOR DESERT ENCOUNTERS
+ 100 FOR SWAMP AND JUNGLE ENCOUNTERS
If you roll below 0, use the roll of a D100.
If you roll over 1000, roll D100 + 900.

CROID

1	5	Croid making weapons: D3*
6		Itching: D3*
7	9	Croid hut: D2-1
10		Peeling off crudge: D3
11		Rubbing against a rock or tree: D3
12	13	Scragger infested croid. Scragger eating crudge off of him: D2. Scragger: D6.
14	15	Croid grooming the bones of victims: D3

CRUGAR

16	19	Practicing a weapon skill: D6*
20	22	Dysha practice: D6*
23	27	Herding: D6
28	37	Violent crugar: 2D6
38	47	Indigenous crugar: D20*
48	51	Mission crugar: D6

CORASTIN

52		In shanthic employ: 1
53	55	In thriddle employ: 1
56	59	Guard for someone nearby: 1
60	64	Toll collector: D6*
65	66	Looking for work: 1
67		Fashioning weapons: D6*
68		At his place of hiding (where tribute is stored): D6*
69	76	Indigenous corastin: 1D6
77	96	TOWN ENCOUNTER

SHANTHA: Will attempt to confiscate Earth-tec on a roll of 6 on D6. This will only happen if the offending device is in plain view.

1	10	CA-SHAL
11	20	CI-EBBA
21	35	CA-DU
36	50	CA-GOBEY
51	75	CA-DESTI
76	85	CA-LAUNTRA
86	100	CA-TRA

97		With a corastin: 1
98		Traveling: 1
99		Home of a Sholari: 1

THRIDDLE: On a roll of 6 on a D6, thriddle trid nodes are quivering. On a roll of 12 on 2D6, a thriddle has a giggit pipe.

100	109	Traveling to get giggit: D6*
110	114	Reconnaissance for the Mountain Crown: D6*
115	117	Research: D6*
118	127	Out to hire querrids: D6*
128	132	Engaged in an encounter already: D3. Roll for the other encounter type.
133	137	Growing coditch: 2D6
138	142	Mission thriddle: D6*
143	147	Indigenous thriddle: 2D6*
148	149	Working for Ardoth census: D6*
150		Thriddle with corastin: D3*
151	155	Running away from something: D6*
156	157	Tutoring someone: D3*
158	160	Eating, slowly: D6
161		Transporting giddynes: 2D6*. With D6 guards; roll their race.
162	164	On a diplomatic mission for Ardoth: D6*
165		Thriddle representatives: D6*. Roll for their race.

THIVIN

166	195	Trading: 2D6
196	198	Weaving (gathering roots for the process): D6*
199	203	Searching for gauthi: D6
204	208	Making a gauthi rug: D6*
209	218	Playing music: D6
219	228	In the middle of an encounter: D6. Roll for the encounter
229	230	Fleeing something: D6. Roll another encounter.
231	240	Making something artistic: D6
241	260	Thivin gambling (shambo or mayoo): D20*
261	280	TOWN ENCOUNTER

SALU

281	295	Mission salu: D6

HUMAN: Include a few muadra and boccord in these parties on a roll of 5 or 6 on a D6.

296 - 385 Indigenous Humans: D20*
386 - 445 Tauther: 2D6*
446 - 463 Nomads: D100
464 - 478 Patrols: D20*
479 - 483 Violent: D6
484 - 518 Mission: 2D6
519 - 523 Troops: D100
524 - 528 Imperial transport: D60
529 - 530 Drenn on a cletch spree: D3*. Human guards: D20*
531 - 535 Traveling Drenn: D3*. Human guards: D6-2

MUADRA

536 - 545 Mission muadra: D6
546 - 553 Indigenous muadra: D20*
554 - 555 Violent muadra: D6*
556 - 567 Practicing dyshas: D6*
568 - 577 Looking for high points in the wind: D3. This is part of a larger group, roll again.
578 - 607 Daijic: D3*. With D6-2 guards

BOCCORD

608 - 617 Mission boccord: 2D6*
618 - 622 Violent boccord: D6
623 - 632 Indigenous boccord: D20*
633 - 637 Nomads: D60
638 - 642 Beasters: D20
643 - 650 Daijic: D3*. Guards: D6-4
651 - 655 Teaching their young: D6*. Young boccord: D20*

656 - 675 **TOWN ENCOUNTER**

WOFFEN

676 - 680 Iscin: D3*
681 - 690 Mission woffen: D6
691 Violent woffen: D6
692 - 701 Indigenous woffen: D20*
702 - 706 "Authew" the wretched ones: D6*
707 - 709 Woffen wedding: D40
710 - 711 Gambling (Shambo or mayoo): D6
712 - 721 On way to shenter: D6
722 - 726 Distilling stomeh or wholl: D20*
727 - 736 Collecting cletch for shenters: 2 D6
737 - 741 Woffen running their pups. Giving the youngsters a workout: D6
742 - 748 Drinking stomeh or wholl: D20*
749 Festival: D40*

BRONTH

750 - 752 Training pet: 1
753 - 756 Looking for pets: D6*
757 - 771 Mission bronth: D6*
772 - 776 Indigenous bronth: 2D6*
777 - 779 Hunting slavers: D6*
780 - 784 Treaty agents of the council: D6
785 - 789 Training: D6*
790 - 791 Bronth Iscin: 1
792 - 796 Marking territory: 1

ACUBON

797 - 799 Traveling between villages: D6*
800 - 809 Indigenous acubon: D20*
810 - 814 Mission acubon: D6*
815 - 819 Violent acubon: D6

RAMIAN: A Chiven Rachu-eh is a member of a ramian party on a roll of 6 on a D6

820 - 823 Entering chiveer: 2D6*
824 - 828 Transporting daij: 2D6
829 - 838 Searching for Shirm-eh: D20*
839 - 841 Daij traders from a ship: D20*
842 - 846 Local, indigenous ramian traders: D6
847 - 850 Ramian in their chiveer: D20*
851 - 852 Wandering ramian: D6
853 - 854 Ramian Gire: 2D20
855 - 859 Violent ramian: 2D6*
860 - 865 Mission ramian: 2D6*

866 - 880 **TOWN ENCOUNTER**

SCARMIS

881 - 892 Carrying cleash eggs to buy supplies for cleash: 2D6
893 - 902 Mission scarmis: D6
903 - 907 Scarmis on mission for Cleash: 2D6*
908 - 912 Spirrics hunting for cleash: D6
913 - 923 Violent scarmis: 2D6*
924 - 933 Indigenous scarmis: 2D6
934 - 938 Scarmis patrolling their territory: D6
939 - 940 Nesting: D6*
941 - 945 Guarding an egg nest: D6

CLEASH. Wherever cleash are found, there are usually more nearby. Cleash have a scarmis accompaniment on a roll of 6 on a D6. Scarmis #: D6*. Cleash usually carry capsules. Roll D6 for the quantity. Roll D100 to determine their variety:

1 - 15	Fire
16 - 40	Cold
41 - 50	Smoke
51 - 55	Repel
56 - 60	Blinder
61 - 70	Flare
71 - 75	Knock out
76 - 90	T.J.
91 - 100	Tangeler

946 - 947 Cooking their own crystalline eggs: D6
948 Transporting scarmis to another location where then can be used: 2D6*. Scarmis: D20*
949 - 953 Traveling to the East Trinnu Jungle Lands: D20*
954 Cleash in the process of making capsules: D6
955 - 957 Cleash at a sperric trap. (a pit with glittering metal and boiling water nearby): D20* Spirric are in the trap on a roll of 4 through 6 on a D6.
958 - 962 Cleash setting up a sperric trap. Boiling water and glittering metal can be found nearby. D20*
963 - 964 Cleash reconnaissance: 2D6*
965 - 974 Violent Cleash: 2D6*
975 - 979 Mission Cleash: 2D6*
980 - 982 Hunting: 2D6*
983 - 985 Cleash with prisoners: D20. Roll for prisoner race: D6
986 - 987 Nesting eggs. Cleash cover their eggs to keep them warm: D6
988 Hatching eggs. Cleash eggs are hatching: D6

BLOUNT

989 - 990 Making mathin limilate: D6*
991 - 995 Gathering roots and shrubs for food: 2D6
996 - 1000 Recreating in swamps: D6

Violent

Violent creatures are up to no good. Roll a D100 on the table below to determine exactly what they're up to.

1 - 30	Commit a crime
31 - 45	Rob someone
46 - 65	Kill someone in particular
66 - 70	Kill creatures of a specific race
71 - 100	Kill anything and everything

Indigenous

Those indigenous to a region are probably just going about their business. A D100 tells you exactly what they're doing:

1 - 15	Gathering
16 - 20	Hunting
21 - 25	Harvesting
26 - 30	Seeding
31 - 45	Cooking
46 - 55	Living in squaller
56 - 65	Wishing to leave area
66 - 75	Wishing to get hired away
76 - 90	Recreation
91 - 100	Practicing a skill

Mission

There are many different missions that creatures might be on. Roll a D100 below to choose one:

1 - 10	Trade: they will be very interested in trading. They probably have something specific they want to acquire or get rid of.
11 - 25	Transport: they are carrying something. Add D 6 guards, more if the cargo is especially valuable.
26 - 30	On personal business
31 - 35	Rescue: The members of the encountered party are planning a rescue.
36 - 45	Recover an object
46 - 60	Courier: The encountered party is delivering something: a parcel, a creature. . .Who knows?
61 - 70	Get rich.
71 - 80	Get information or an object.
81 - 85	Assassinate someone
86 - 90	Train or capture a creature
91 - 100	On assignment by political power

Before an Encounter Starts

From time to time, hint at possible nearby encounters. The following is a list of things that might be noticed. At this stage of an encounter development, be thinking about the distance between the players and the encountered party. A roll of 2D6x10 meters can do the trick.

Tracks, especially those of thombos, cleash, ramian, etc.
Signs of kerning
Animal spoor
Smoke, or something burning
Evidence of dysha use (missed shots that hit trees)
Evidence of Energy weapon use (missed shots that hit trees)
Blood
Fire
Remains of weapons or armor
Personal belongings found
Bodies
Food
Camp sight

Surprise

The Sholari makes secret rolls to determine who spots who first. Use the percentages listed for Listen or Spot (which ever is higher) on the skills charts from making a character. Use the skill level of the highest member of both parties. If only one group makes its roll, that is the group that gains surprise. If both make their roll, surprise is simultaneous. If neither do, roll again.

Starting an Encounter

To determine what the NPC party was doing when the encounter takes place, roll a D100 and look below. If you don't have time to make this roll, just assume that both parties are traveling along when they spot each other. Add 70 if the encounter takes place at night. Rolls higher than 100 are treated as 100. Keep in mind that sentries might be standing guard over sleeping parties.

1 - 85	Traveling
86	Already in another encounter
87 - 90	Eating
91 - 92	Working: digging, fixing, gathering, etc.
93	Just finished an an encounter
94	Players tracked by the NPC party
95	Running from something
96	Chasing something
97	Resting their animals
98	Find them practicing
99	Setting up camp
100	Sleeping

Party Quirks

The table below gives you quirks based on a D100 roll. If the roll of a D6 is 6, you may roll for another quirk.

1 - 2	Leader is insane
3 - 5	Leader is paranoid
6 - 7	They are carrying dead people
8 - 12	They are carrying dead animals
13 - 17	They are lost
18 - 19	They are starving
20 - 21	They have a hidden purpose
22	They are being sought
23 - 26	All members are very young
27 - 30	All members are very old
31 - 32	They are sick
33 - 34	They have a disease
35 - 40	Members of their party are injured
41 - 50	They are armored to the hilt
51 - 60	They are weapon freaks
61 - 62	They have captives
63	They are exiles, banished from someplace
64	They have an illegal energy weapon
65 - 66	The party is intoxicated
67 - 71	They smell bad
72 - 76	They are poorly groomed
77 - 78	They are well dressed
79 - 80	They don't all speak the same language
81 - 83	They want to give something away
84 - 87	They desperately need something
88 - 90	They have tag-alongs or undesirables
91 - 93	They are disorganized
94 - 96	They can't cooperate
97 - 98	They don't like each other
99	They are incompetent
100	They are extremely competent

Use the "D6" method of filling in the loose ends. Ask yourself a question, like, "Are they armored to the hilt because of a recent experience?" then roll a D6. If you roll high, use your guess. If you roll low, guess again. By getting a lot of low rolls, you'll be forced to think of things not totally obvious.

When you're done with this chart, you may wish to return to "quirks of an encountered character" and the "Response Roll" tables.

CHAPTER 3
INTELLIGENT RACES

The following pages describe each of the common intelligent races on Jorune. The format includes a brief, numerical description of each race. For the characteristics provided, average die rolls are listed in parenthesis (). The number enclosed within parenthesis for the Agility characteristic is the combat skill level of the NPC using hand-to-hand weapons, assuming an average die roll for the creature's Agility. NPC's are assumed to be at least combat skill level 2 if at all trained. The number enclosed in parenthesis for Aim is the bonus or penalty (usually a penalty) to hit with all range weapons assuming an average Aim die roll. Although this is a crude approximation, it is fine for non-player characters.

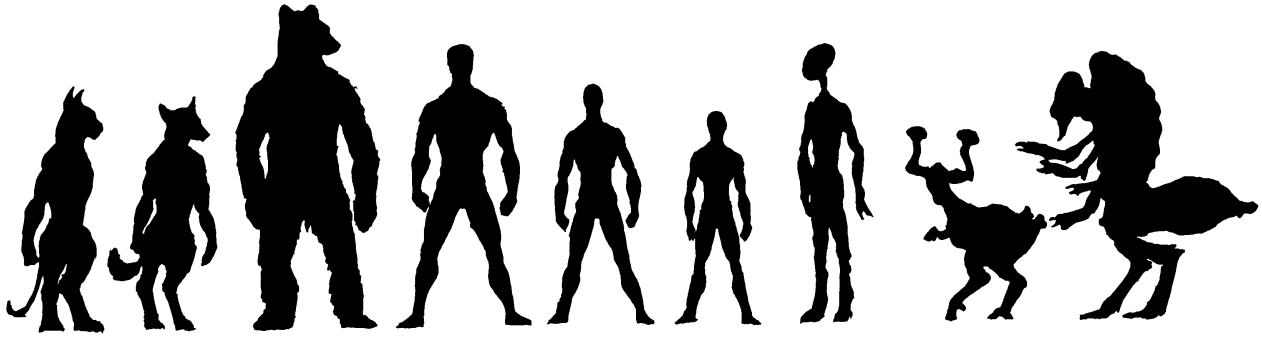
If the NPC has a listing for Perception, this is a bonus to apply to whatever Perception skill level you decide to assign. If there is no listing for Perception, assume no bonuses or penalties.

The listing for color is very simple; it shows the color groups of a creature's naull. Creatures with dyshas will always have the color group associated with those dyshas. (Note that there are many Isholess and colorless creatures on Jorune.)

Get to know the races before trying to role-play them in encounters. Use the glossary and the Tauther Guide to help you pronounce and remember your new Jorune vocabulary.

When the creation of detailed human NPCs is required, spend time in the Player Manual, using the systems described for player characters. This will not usually be necessary; the encounter system provided in this guide usually describes occupational skills well enough for the typical encounter.

A creature's Perception gives its Listen and Spot skill levels.



Acubon/Salu

ADVANTAGE:	+0	SIZE MODIFIER:	0
CONSTITUTION:	3D6 (10)	AGILITY:	2D6 (SL:0)
STRENGTH:	3D6+3 (13)	AIM:	2D6 (+10)
SPEED:	3D6+3 (13)	ISHO:	3D6 (7)
PERCEPTION:	+0	COLOR:	3D6 (spread)
CARRIED:	Spear		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The fresh water acubon, and the salt water salu, branched off of the human race soon after the human/shanthic war. Their forms are very similar, and are not unlike the bodies of humans. It is their separate cultures that set them apart from each other. Acubon are quite reclusive. Their territorial nature has not paired well with Burdoth's imperialistic attitude. Many acubon have died in struggles to keep their lands east of Khodre.

The oversized chests of acubon and salu have grown additional lung tissue capable of extracting oxygen from water.

Both acubon and salu must remain in an aquatic environment if they wish to retain their underwater breathing ability. After a week out of water, they cannot immediately begin aquatic respiration again. For each day over the first week, one day of slow re-entrance is necessary.

As the arms of these creatures propel them through the water, they are very powerful and often inflict boccord-sized damage with weapons.

Acubon

The acubon race closely guards the secret of the "coleel" gems. They are opaline, spherical gems of exquisite color, typically the size of evenings. Acubon who venture into the monetary world of humans carry coleel for barter. Although these acubon trinkets can cost up to 2 to 3 gems (Burdothian currency) each, in the bazaars of Ardoth, Acubon commonly trade them for the equivalent of only a few gemlinks.

Acubon carry spears when traveling overland. They are at least skill level 2 (or higher) with these weapons. Other than spears, some clothing, and perhaps perhaps a few coleel, acubon carry little with them when they travel.

The language of acubon clicks-and-pops. It sounds garbled to speakers of Entren. They commonly transpose syllables when speaking other languages. Their aquatic music shares many of these traits.

The acubon's villages and cave-nests are hard to infiltrate; Although surface entrances usually exist, they will be carefully hidden.

The religion of the acubon is very ritualistic, and glorifies the acubon's territorialism. Acubon are vicious in combat, and are easily provoked over faith or race. Their blank, emotionless faces give little indication of their response. They usually strike out at those who insult them without warning, and without apology. The most positive note about acubon is that they keep their word, and they always repay favors.

Acubon are very sensitive about being interrupted when speaking. This has even been known to provoke fights.

Salu

Although physically very similar to the acubon, salu share nothing in common with them culturally. Salu are involved in almost all ship construction in Burdoth and Dobre. These creature have a natural ability to design superb ships. These "Salu Chausis" are fast ships, hitting 9 or 10 miles per hour in a good wind. The Chausis have "water decks." Salu can hold to rigging just above the water, occasionally dipping down into the cool, refreshing depths.

Salu are quite similar to humans. Their sense of humor, concepts of law and order, and racial preferences follow human lines. Salu will often be found in human cities, and are in especially high numbers in Ardoth. Here, salu soak in special "tanker bins" (found in incleps catering to salu travelers).

Blount

ADVANTAGE:	−2	SIZE MODIFIER:	−1
CONSTITUTION:	2D6 (7)	AGILITY:	2D6 (SL:0)
STRENGTH:	2D6 (7)	AIM:	2D6 (+10)
SPEED:	2D6 (7)	ISHO:	2D6 (7)
PERCEPTION:	+1	COLOR:	3D6 (Launtra)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Blount are dwellers of the dark swamps of Jorune. Their distant ancestors were amphibians. These semi-intelligent creatures were the first, and therefore most primitive, of Iscin's works. They are bipedal and have opposable thumbs.

These creatures have their own language, a mixture of lizard sounds and gurgles. Their throats quiver when they speak. There is no written form of "Abahth," the blount language. Their attempts to speak Entren are at best, poor.

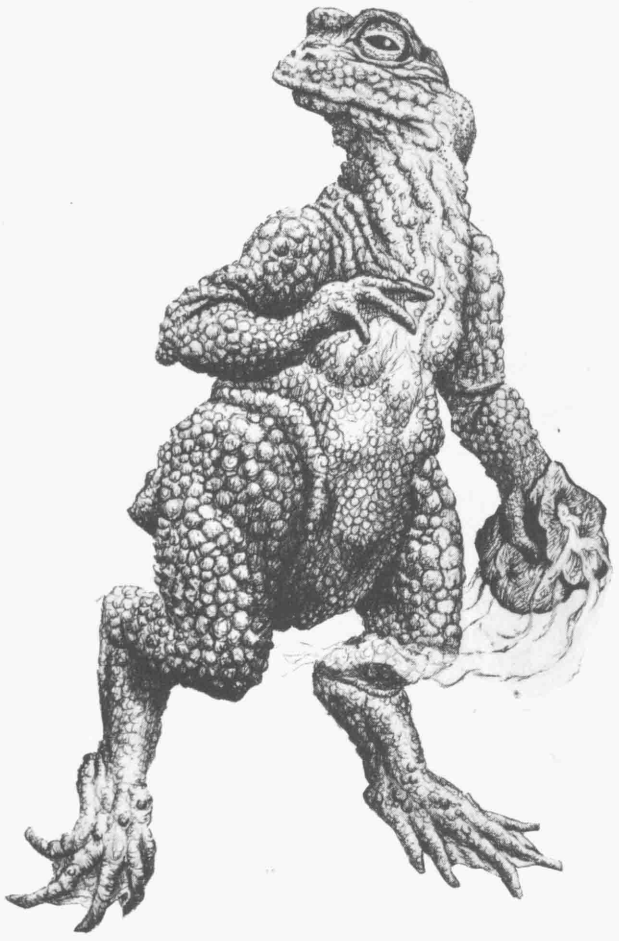
Blount are small creatures, approximately muadra-sized. They have slimy green skin and flabby, poorly conditioned bodies. Their knowledge of the swamps comes in handy. Slipping down into the bogs, they swim about, circling intruders. Armed only with simple knives and their dreaded "mathin" limilate, they can easily force undesirables away. Mathin is a horrible concoction of roots and swamp muck that produces an odor so putrid that no creature but the blount can tolerate it (shanthas excepted). Non-intelligent creatures will generally stay away from the smell, but it is humans and related races that have been known to streak fastest through swamps to get away from the wretched smell. Blount do not sell their mathin recipe to outsiders, but the mathin itself can sometimes be obtained.

Blount reside in small mud dwellings, each large enough to hold a family of five or six. Their days are spent gathering roots and various greens. They spend time preparing a constant supply of mathin and other limilates. Although young blount are inquisitive, members of the race tend towards xenophobia, and usually avoid strangers. Intruders are often ignored completely. Privacy is not a major concern when mathin can be quickly released.

Blount only travel overland from swamp to swamp. Besides rain forests, blount are found in no other terrain. When away from their homes, their first response is to retreat.

Typical interactions with blount include trading for mathin (blount usually prefer metal goods, like swords), asking directions of blount when lost in the swamps, and asking blount where to find the best crystals and limilates.

Blount Trailing Whisps of Mathin



Boccord

ADVANTAGE:	+0	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	3D6 (7)
PERCEPTION:	+0	COLOR:	4D6-3 (spread)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Boccord live in the company of humans, next to whom they are the second largest contingent in Burdoth. Unlike the muadra, however, they control their own territory, the realm of Ros Crendor. Originally a small bronth controlled region, it is now a base for boccord power. Although not at odds with Burdoth, Ros Crendor does not knuckle under to decisions made by the human realm. Their influence in the affairs of humans is minimal, as their realm is located far to the north of Burdoth. The militaristic boccord of Ros Crendor have had a few minor skirmishes with North Khodre patrols, but at present, there has been no major outbreak of hostilities.

Boccord society is minimal. Theirs is a system of respect, not of strict laws. Although boccord living in Burdoth are involved with the Drenn system, and live by its rules, they hold "kree" (worth) above the notions of the state sanctioned Drenn and Kesht status. The boccord system places value upon subtly, restraint, and success. The concepts apply to any field of boccord endeavor; a boccord craftsman who created fine work might have the same Kree as a military commander.

Boccord, while unable to "sculpt" Isho into dyshas, have special Isho sense. They can block dysha attack, and can sense the Isho signatures of creatures long before making visual contact.

Boccord share the origin and language (Entren) of humans. They live within the same society, and practice the same customs.

Bronth

ADVANTAGE:	+1	SIZE MODIFIER:	+2
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	2D6 (+10)
SPEED:	3D6 (10)	ISHO:	2D6 (7)
PERCEPTION:	+1	COLOR:	2D6 (Desti,Ebba)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Bronth are the descendants of the bears of Earth. Modified by Iscin, bronth stand upright, have opposable thumbs, and demonstrate a very human intelligence. They stand eight feet tall, and sometimes weigh as much as a thousand pounds. Their bodies are covered with dark brown fur, which acts more as insulation than real protection.

The bronth realm of Dobre is located to the east of Burdoth. They have inhabited these lands for thousands of years. Their close proximity to Burdoth has put them in good contact with humans. Other than occasional tariff or quota-type incidents, relations have been good. The main point of bronth/human contact is now through the city Sychill, which sits on the end of an isthmus at the beginning of the Sychill sea. From this point, the bronth realm is within sight. The channel between the realms is only about forty miles across. Unfortunately, foggy weather often obscures the view. Limited visibility has long been problematic in controlling the waterways. Ramian and cleash ships have been rumored to pass through the channel, although never actually spotted from either bronth or human realm.

By the treaty of Klein-Khodre, a bronth is always present on the Ardothian Council. Although only a single voice, bronth representatives have played a major role in the council's decisions.

Bronth abhor slavery, and take steps to crush it where it exists. Their roots on this topic date back to the Iscin Legends, when crugar dominated the other Iscin creatures, forcing them to do their bidding. The bronth are the scholars of the ancient Iscin Legends. Around their campfires, they explain to their young how Iscin created the bronth, the woffen, and the crugar. And how two conspiring devils, one a man, the other a crugar named "Choundra" killed Iscin. Bronth then struggled through life, competing with the crugar, and working with the woffen. When they were strong enough to leave the crugar, they traveled from the Iscin lands on a long journey. Over several years they crossed a sea, and landed finally in the Dobre (homeland).

Bronth are partial to pets. They often keep tarro and pibber around. Although large and powerful, bronth can be very gentle. Small menageries can be found in most of their cities. There is no contradiction between the bronth's hatred of slavery and their keeping of animals; all are treated with respect and dignity. Bronth do not abuse any creature without cause.

Bronth dislike ramian for a number of reasons. Their northern coastline was devastated by ramian attacks less than two decades ago. Ramian continue to venture into Dobre in search of their precious limilates, and in hopes of causing disorder.

Bronth maintain what are generally considered to be fair and even stances on most political issues. They object to trade with ramian off of their coastal waters, and will attack ramian vessels within their jurisdiction. The issue of ramian daij-trade with Burdoth is a thorn in the human-bronth relations. By allowing the ramian to obtain their healing limilates, the security of Dobre is jeopardized. Unless in chiveer, ramian will never attempt an attack without supplies of "shirm-eh" on hand.

Dobre maintains an extremely friendly relationship with Lundere, the neighboring eastern realm. The woffen of Lundere have aided the bronth in each case of ramian invasion. The two realms regularly conduct military maneuvers together in northern Dobre.

The realm of Crendor is an ancient bronth land which now serves as their military base. The bronth of Crendor are more militaristic, and less hospitable than others of this race, although there is a clear understanding of the need for mutual defense.

Tlon is the capital of the bronth realm of Dobre. Situated just north of the Burdothian city, Sychill, it is a major center for trade and diplomatic relations between the two realms.

Architecture must be designed with especially high ceilings to accommodate bronth. Because of the strong human-bronth political interaction, much of Burdoth is built to these specifications. They prefer an open-air ambiance when possible.

The bronth are omnivorous, eating both meats and plants. They are fond of durlig, and have learned to grow it with human assistance. Bronth especially enjoy "mallmis," the thick, boiled down goop left in the bottom of empty rusper barrels. When the craving strikes, bronth can be found scooping this sludge out of the rusper kegs left to dry outside of inclep and illidges.

Their language, Boru, has a thick and solid sound. Although it can communicate fairly sophisticated ideas, Boru has no words of more than 3 syllables. Woffen and bronth speak very similar languages. They have a slightly different sound, but their grammars are nearly identical. Boru is the most common language for the recording of military battles and history.

THE BRONTH IS NOT AMUSED BY HIS PET TARRO'S VIOLENT ATTEMPTS TO FRIGHTEN HIM

Cleash

ADVANTAGE:	−1	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	2D6 (7)	AIM:	3D6 (+5)
SPEED:	2D6 (7)	ISHO:	0
PERCEPTION:	+0	COLOR:	0
NATURAL ARMOR:	Carapace	CARRY:	Cross Bows, capsules

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

From the Ice Fields of Gilthaw come the cleash. Exiled there by the shanthas thousands of years before humans set foot on the planet, they have slowly started to encroach into the warmer lands from which they have so long been removed. Only since the year 3464 have cleash been spotted in the East Trinnu Jungle Lands. It is not known how or when they arrive, or what they do there, but their numbers seem to be growing. They are considered a deadly menace, especially to the peoples of the southern city of Miedrinth, who send parties into the Jungle Lands in search of crystals and limilates. As of the present (3484), there have been no *major* outbreaks of hostilities. Stories of cleash attacks are few, for rarely are there survivors. And, although they have attacked no city as of yet, they are seen as a major threat to the stability of Burdoth. There has been no organized attempt to rid the Jungle Lands of them.

There is no history of cleash being treated with hostility by any other race, yet they almost always attack on sight. Their origins have never been understood. Earth scientists found them in the ice fields, a habitat to which they are poorly adapted. Stranger yet, odd tools of machined construction were found about their encampments, demonstration of a more advanced technology.

These creatures are categorized by historians as "Demons of evil," and as "Takers of lives." It is evident that cleash feel no remorse in killing. Their senseless slaughter of towns-people are proof of their bloodlust. They are despised in most realms, and must take up residence in the Ice Fields of the Gilthaw.

The body of the cleash is large, but physically weak. The hard crusty surface of the cleash's body is similar to bone. They rarely engage in hand-to-hand combat, preferring to attack while opponents are still at range. Although capable of fighting with swords, they have trouble gripping the hilts of weapons. They prefer cross-bows and pole arms.

Cleash always attack shanthas, attempting to destroy them at any given opportunity. Cleash fanatically lay down their lives in the pursuit of shanthic destruction.

Cleash children are hatched from eggs about 10cm in diameter. If heated over a flame, the unhatched eggs will become beautiful crystalline spheres. Cleash often kill their unborn children when in need of capital.

These creatures have an ability to dominate and control scarmis, a related race. Their aroma and the distracting sparkles given off by their canthers (the large humps at the top of their backs) are said to be their means of control. Through these signals they seem to be able to direct scarmis to do their bidding. Cleash of the East Trinnu Jungle Lands send scarmis for supplies and tools to nearby towns, often Miedrinth, and small towns in Anasan. Scarmis enter towns and cities in small groups, using cleash eggs as bargaining items. Although from cleash, they are beautiful indeed. They can usually be bought for 5 gemlinks, but have a value of 10 or 20, depending upon how far the cleash offspring was into its development. The earlier the egg is heated, the smaller, but more beautiful it becomes.

Cleash appear to associate well amongst themselves. Their encampments often contain as many as twenty or thirty members. The cleash population is increasing in the East Trinnus. Peoples of Jorune often wonder what plans they might have there.

Cleash eat spirrics (see: giggit). Only this food seems to satisfy them.

Cleash creep stealthily, but have trouble running. Their relatives, the scarmis, are noisy, but fast. Scarmis can usually be detected while still many meters away. Those sinister cleash eyes have been known to frighten many an intrepid explorer into fainting. They inspire fear in most creatures.

Cleash employ a guarded chemical technology to create capsules. These fist sized weapons are constructed by the cleash, presumably in their northern homelands. Thrown at targets, they explode, performing the function for which they were designed. Capsules have been known to give off heat, intense cold, smoke, blinding gas, light, food odors, knock out gas, tangly vines, and repulsive odors. Capsules can also give off powerful conscussive blasts. Cleash are usually armed with a handful of these tiny devices. They appear able to quickly obtain these golf-ball sized weapons in any quantity. Although they are not produced biologically, their bodies do seem to play some role in capsule production. Because their arms lack much throwing power, they often use cross-bows to propel their capsules.

CLEASH TOTING FULL SPERRICS SACK

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Corastin

ADVANTAGE:	+0	SIZE MODIFIER:	+3
CONSTITUTION:	3D6 (10)	AGILITY:	2D6 (SL:0)
STRENGTH:	3D6+3 (14)	AIM:	2D6 (+10)
SPEED:	2D6 (7)	ISHO:	0
PERCEPTION:	+0	COLOR:	0
CHOSEN WEAPON:	Club & Mace	CRUDGE ARMOR:	−1 to all wounds

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Corastin are the largest of the intelligent races. They stand a full 3 and a half meters in height.

Corastin are violently territorial, but instead of attacking those who violate their homes, they will usually request an offering . Most any tribute will do. Corastin are more interested in the *quantity* of the offering than the substance. They understand the concept of currency, and appreciate small trinkets. 10 or 20 pounds of tidbits will totally thrill them. Those who have the misfortune of offering too little, or those who encounter a corastin in a vile mood will be faced with a violent behemoth of incomprehensible strength. They often carry clubs and maces (simple trees will due) with which they bash the life out of their enemies (few as they may be). Although large, they tire easily in chases.

Corastin tend to live on their own, although they enjoy congregating in large groups from time to time. When not faced with territorial claims, their moods are often pleasant. Corastin have even been known to travel with other creatures for short periods of time. These enormous creatures demand a great deal of privacy.

Corastin exist in small numbers in each of the larger Jorune cities and can be found in all but the coldest of environs. In towns, they are usually hired to perform burdensome tasks, moving and lifting crates, helping in construction, etc. Corastin understand the concept of slavery quite well. Those who attempt to enslave them usually end up as pulp dripping from the end of their powerful clubs. For this reason, corastin and bronth seem to have a basic respect for each other.

The corastin is covered with a heavy, layered skin called "crudge." Although it does not deflect weapon blows, it does slow them down; subtract 1 point from all wound rolls against crudge armor. Because of their great size, they are easier to hit. Characters receive a bonus of 4 points when attacking corastin; however, as a consequence of their size, locations from the chest and up are usually out of reach for human sized creatures (boccord can't reach to their heads). Bronth are tall enough to strike even the head of corastin, but rarely does the situation occur where bronth would opt. to fight these creatures.

Although their poor hearing and eyesight prevent them from being very effective guards, some establishments will hire corastin just for the "come near me and I'll pound you to mulch" attitude they project. By keeping a fierce composure, they usually avoid battles.

In most realms, the language of corastin is a very simple mixture between the language of croid and that of humans. It isn't quite known how Entren concepts entered their language, but this seems to be a universal wherever they are found.

The homes of corastin are often caves, trenches, huts, or pits. The tribute they collect is often kept buried not far from their homes. A common believe amongst corastin is that buried tribute brings them luck.

Croid

ADVANTAGE:	−2	SIZE MODIFIER:	+3
CONSTITUTION:	3D6 (10)	AGILITY:	2D6 (SL:0)
STRENGTH:	3D6+5 (15)	AIM:	2D6 (+10)
SPEED:	1D6 (4)	ISHO:	0
PERCEPTION:	+0	COLOR:	0
CHOSEN WEAPON:	Rock & Stick	CRUDGE ARMOR:	−1 to all wounds

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Croid are heavy, slow moving brutes that boast incredible strength, but only borderline intelligence. They are relatives of the corastin.

Croid are covered by a tough, layered skin called "crudge." Subtract 1 point from all damage rolls made against croid due to the presence of this armoring. Although protective, the crudge of croid does have its drawbacks. These creatures respond poorly to cold weather. The lowest layer of the crudge undergoes physiological change when exposed to cold, growing rapidly to protect the creatures. Croid experience a powerful itching sensation when this happens. For this reason, the cleash "cold capsule" is an especially effective weapon against croid. Croid live in warm or hot environments. They can be found in the deserts and plains of Jorune.

Approximately three meters in height, croid stand tall and heavy. Even in comparison to the larger corastin, their sheer bulk stands out. They are living terrors in combat. They rarely use weapons, but will occasionally grab sticks for spears and hurl boulders. They are capable of throwing objects a great distance.

Croid and scragger enjoy a symbiotic relationship. The croid's crudge skin grows quickly, and can often become so thick that movement is restricted and itching becomes unbearable. This is where the ravenous scragger comes in; they dig into the crudge, gorging themselves while cleaning the croid. It is not uncommon for the scragger to attach themselves semi-permanently; if they become a nuisance, the croid can easily pluck them off and dispose of them. Croid-eating scragger are not likely to seek new hosts when already in a comfortable position; beware the unattached scragger in search of a meal.

The glands located near the croid's neck are especially vulnerable to attack. Although very difficult to hit (+8 to hand-to-hand attacks, +15 to range attacks) the area is unarmored by crudge. Add 6 to damage rolls made against this spot (treat it as a hit to the head for wound result). Croid are often killed by a single, well placed blow to this vulnerable spot.

Croid walk at a slow, lumbering pace, until they have succeeded in lulling their opponents into a false sense of security. Then they lash out at their foes with almost human speed. Although these little bursts of energy can last for only 5 or 10 seconds at a time, that is usually all it takes to grab an unsuspecting onlooker. Triple the croid's speed for this duration.

Amongst themselves, croid do a great deal of fighting. Their rumbling roars can be heard from miles away. People sometimes gather at safe distances to watch the spectacle. Although there's a great deal of noise and tumbling, neither participant is usually critically hurt.

The croid's diet is hardly selective. They have no trouble eating anything they kill. Their diet includes all sorts of creatures found in the surrounding environment. Whatever they catch, they eat. The skulls of defeated opponents hang around their necks. Few wish to end up as croid jewelry. These creatures are typically avoided.

The croid language is very primitive. It is made up of basic, primordial grunts, and is very unpleasant to hear. Few learn to speak this language, and few croid learn to speak Entren. For this reason, croid encounters are often hostile in nature. Croid sounds are often imitated to frighten children.

Crugar

ADVANTAGE:	+1	SIZE MODIFIER:	+0
CONSTITUTION:	3D6 (10)	AGILITY:	2D6+6 (SL:1)
STRENGTH:	3D6 (10)	AIM:	2D6 (+10)
SPEED: biped	3D6+5 (15)	SPEED: quadraped	3D6+15 (25)
PERCEPTION:	+3	COLOR:	3D6 (Desti)
DYSHAS:	Lightning blast on a 6		
ISHO:	2D6 (7) ×5 if lightning blast		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Crugar are descendents of Earth's cat family. Through the work of Iscin, these creatures were altered into intelligent bipeds with opposable thumbs. The most popular version of the Iscin Legends name crugar responsible for Iscin's death, the result of a conflict of wills. "Choungra," the crugar who slew Iscin is remembered as an animal devil; his name is invoked by many races.

The crugar body is approximately human sized: more slender and a little shorter. The crugar's tan hair is worn cropped close to their bodies in southern Temauntro. Their northern cousins, the "cygra," wear their hair long.

Although the Iscin Legends that put crugar in a bad light are still told, crugar are judged just as harshly by their unnaturally cruel recent pasts. Their merciless slaughter of helpless woffen during the Ninindrue plague slayings of 2934 put them at odds with woffen, humans, boccord, and muadra.

Even more recent was the crugar invasion into Burdoth. Only now, some 60 years later, is life settling down from the resulting hostilities. The Temauntro border is still a hotly disputed region. Although the crugar of the interior valleys have agreed to obey the current treaty, those of the Dowtros, (the mountains along the western edge of the Doben-al) have shown little willingness to comply. Crugar raids into Khodre constantly trigger little wars. There are two sides to this story; humans of Khodre, far from innocent, have for centuries exploited the region's wealth of minerals and plant life. The crugar have been attacked in lands they claimed centuries ago.

Crugar pronounce "ch" as "sh." Thus, Chaln Docha is pronounced by crugar as "Shaln Dosha." Burdothians misunderstand the crugar pronunciations, assuming the "sh" sound to be the result of a slurred accent. In Burdoth, to the irritation of crugar, Shaln Dosha is written and pronounced "Chaln Docha."

Crugar have short tempers that flare up easily. Although they may show restraint when deciding to fight, once they've decided to attack, they are committed. Crugar rarely disengage from battle once begun. Their sheer speed often helps them in combat; they receive a +1 to advantage if fast enough (their speed must be 18 or higher). Crugar slash out with their powerful claws, bite ferociously with feline fangs, and stab viciously with their hooked swords.

Their physiologies allow for both bipedal and quadruped movement. Although running on all fours gives them more speed, when not hurried they will walk as bipeds. When crugar travel with wild cougar, all may appear as quadrupeds, a clever disguise.

Crugar squint their eyes when they speak, a trait often bothersome to humans. Crugar can appear very intimidating; arching their backs and hissing, they look even more formidable than they actually are.

The crugar religion of Chen Ichi celebrates the glory of revenge and righteous action. They see themselves as liberators, not murderers, in their own versions of the Iscin Legends. The Tauch-kie, their priests, teach crugar-superiority. Many battles and attacks are righteously fought.

Crugar encampments are fairly small. These creatures have trouble co-existing in large numbers. 30 or 40 crugar are an average-sized tribe. Crugar spend much time grooming. They appear well kempt. They usually travel in groups of three or four, and these few will keep a small distance from one another.

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Human

ADVANTAGE:	+0	SIZE MODIFIER:	+0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	3D6 (10)
PERCEPTION:	+0	COLOR:	3D6 (spread)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The human form has not changed over the millennia, although humans are now slightly taller and heavier than they had been on earth. The average human male stands about 6' and weights about 180 pounds. Females have similar proportions.

Humans represent the majority of the intelligent Jorune population. Their society, the most "civilized" on the planet, is generally considered the norm, especially by humans themselves. Although over the years they have accepted muadra, boccord, and other races, none have been truly welcomed into the ruling ranks. Muadra are carefully supervised, and their use of dyshas is restricted within city limits. Boccord have been slightly easier to coexist with. Luckily for humans, the newly discovered caches of earth-tec represent advances only for themselves in terms of power; no other creature is able to use energy weapons, as they are activated by the fingerprint scan sensitive only to human prints. These weapons can be altered to fire without the print scan, though the alteration process is a new one, not always successful. It is a crime punishable by death in Burdoth to alter, or own arms of this kind; all such weapons are to be turned over to the council in Ardoth (local finds should be brought to the attention of the nearest kim).

Humans can be found on all corners of Jorune, but do not commonly inhabit such treacherous areas as the Trinnus, Voligire, or the Gilthaw. If players end up in some unknown region, there's a good chance that humans exist not far away.

Humans come from a wide variety of backgrounds. They generally dislike or despise the cleash, ramian, and crugar, but have some affinity for thriddle, woffen, and bronth. Human trust of muadra is weak, but growing stronger with time. The Energy Weapons War is less than 50 years past.

Most humans of the Burdothian countryside have never seen energy weapons before, although they know of their existence. Daij, on the other hand, is an almost universally applied concept. Even in the backwoods communities, daijic can be found, although places with little Ardothian contact often use highly trained caji as daijic (they can work without crystals or daij meat). Such a system works only when muadra are trusted members of society.

Muadra

ADVANTAGE:	+0	SIZE MODIFIER:	−1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6+3 (+0)
SPEED:	3D6 (10)	ISHO:	3D6+20 (30)
PERCEPTION:	+0	COLOR:	To be determined.

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Muadra are close relatives of humans. They are the only race other than the shanthas able to harness the full spectrum of Isho necessary to master dyshas in each of the color groups. Although muadra have existed on Jorune since the early years after the Earth colony, it is only in the past 40 years that dysha education has become widespread.

Muadra culture is closely entwined with human culture. For the most part, muadra live in human cities, and have human occupations. Those who endeavor to learn dyshas, to master Isho, are called caji, in rememberance of Caji Gends, the first muadra to learn dyshas. True masters of dyshas and Isho are called copra (from the shanthic word).

In general, "Isho illiterate" muadra will be poorly mannered, and of low educational background in other respects. The inability to create even a simple naull orb is seen as a sign of retardation in caji society, at least in the larger cities. Pockets of muadra found totally out of contact with the muadra society of Burdoth will have no dysha skills; they won't even be able to kern. Such throw-backs are often referred to as "muads."

Based upon the color groups and dyshas rolled, imagine what the caji's personality might be like. If only Desti dyshas are known the character may be a bit sinister. If a mix of Shal and Tra are known, the caji is probably a wealthy sophisticate (Hishtin assistance for Shal training is expensive).

In the city, muadra know dyshas on a roll of *2 through 6* on a D6. Muadra who grow up in the country know dyshas *on a roll of 6* on a D6.

The following procedure generates dysha abilities for muadra who succeed on the above die roll. Roll a D6 for each color group. If the roll is *greater* than the number listed to the right of the name of the group, then the muadra knows some of the dyshas in the group. For the Shal group, the success roll must be repeated (a roll of 12 is needed on 2D6).

Roll a 2D6 to determine the highest difficulty of dysha mastered in a group. All dyshas below this skill level in the group will be known as well.

Roll	Maximum Difficulty of Dyshas Known in a color group
2 - 7	0
8 - 10	1
11	2
12	3

DIFF DESTI: 2
- 0 Lightning Blast
- 1 Stiff
- 2 Frost Bolt
- 2 Lightning Strike
- 3 Penetration Bolt

DIFF DU :3
- 0 Orb of Light
- 0 Flingers
- 1 Quantum
- 2 Cast Energy
- 3 Crater

DIFF EBBA :4
- 0 Power Orb
- 0 Force
- 1 Tumble
- 1 Levitate
- 2 Power Hold
- 3 Spinner
- 3 Constrictor

DIFF LAUNTRA :4
- 0 Fire Touch
- 0 Healer
- 1 Night Eyes
- 1 Faint Touch
- 1 Quiet
- 2 Spider Grip
- 2 Spectral Stun

DIFF GOBEY :4
- 0 Shield
- 1 Bubble
- 1 Body Shield
- 2 Wall
- 2 Shield Shatter
- 3 Cage
- 3 Shield Implosion

DIFF SHAL :5
- 0 Faint
- 1 Calm Animal
- 2 Darkness
- 2 Scramble
- 2 Body Freeze
- 2 Brain Blast
- 2 Craze
- 3 Drain
- 3 Senses

DIFF TRA :5
- 0 Deflector
- 1 Inner Ear
- 1 Inner Eye
- 2 Reflect
- 2 Power Vine
- 2 Create Warp

You can calculate the Color rating of a caji. Add up the number to the right of the name of each color group the caji has, then add 1 point for every 2 dyshas the caji has learned. Add to the caji's total Isho, 10 points for every dysha he knows. Twice this number of points are available for boosting the caji's maximum Isho in the different groups. Where these points go is left at the Sholari's discretion.

The caji society notes in the Tauther Guide cover points to consider in the creation of muadra NPCs.

Ramian

ADVANTAGE:	+0	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6+3 (+0)
SPEED:	3D6+3 (13)	ISHO:	0
PERCEPTION:	+2	COLOR:	0
NATURAL ARMOR:	Leather		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The ramian is a tall, intelligent race armored by hard bone exoskeletons. They are very xenophobic, and do not appreciate strangers wandering into their secluded northern realm of Voligire.

The motto of the race is "Rurvi Tchorko," (Powerful Silence). Their postures embody this attitude. Ramian are slim creatures, standing approximately 3 meters in height. Ramian are quite mobile—long legs allow a rapid gait. They can maintain a speed of 5 miles an hour, up to 14 hours per day.

Their appearances are deceiving. They are as strong and dexterous as boccord, without the bulkiness. They prefer to use bolas at range, and employ the famous ramian "hard-swords" when in closer quarters. The hard-swords of ramian are crafted from rock indigenous to the Voligire region. It can be sharpened like metal, but is very heavy and swings like a club. Treat this as a sword for combat purposes, but add 1 to the injury roll as a bonus.

Ramian usually speak in low, even voices. They do not flinch when insulted; their behavior betrays little emotion. In spite of this apparent indifference, their memory of injustice lives on to their deaths. They find appropriate ways and times to repay those who have wronged them.

The differences between the male and female of the species are not readily apparent. A ramian's *personality* certainly gives no gender clues. Only thriddle claim the ability to differentiate between the sexes, a skill which they are quite proud and secretive of.

Once every twenty to thirty years in the ramian's 180-year lifespan, large bone tusks called "chivs" grow from their jaws. This is called "the time of chiveer," or "chiveer." Ramian undergo great psychological changes during the two months of chiveer. They become barbaric and hostile. Of thousands of ramian, there will be a few who can control their chiveer passions. Ramian who successfully master the Inner Rage will find strength and resourcefulness beyond that of normal ramian. Such ramian, known as the "Chiven Rachu-eh," are greatly respected in ramian culture. In their language, "Rachu-eh" loosely translates to "master of one's self." Such ramian are marked by their purplish, streaked, temples. In suppressing their rage, they cause delicate tissues to rupture.

Generally disliked and mistrusted, ramian are despised by many races. Much of this hostility is attributed to the atrocities of chiveer. Under neutral circumstances, limited forms of truces and trade agreements have been reached. And although few ramian ever form friendships with creatures of other races, occasionally they are available for hire as guides and guards (they are excellent in both capacities).

Far from rare are the incidents when groups of these creatures in their barbaric state set out looking for trouble. Their viciousness cannot be underestimated. Although Burdoth has no official policy, some territories and regions offer bounty on ramian chivs (tusks).

Amongst themselves, ramian seem to co-exist without problems. It is said that ramian share a primitive telepathy. This is a privacy between ramian which cannot be eaves-dropped. This ability has never been established as fact however, and many believe that it is their sensitivity to subtle movements and moods that allows them such understanding of their own kind. A consequence of their perceptiveness is their foreknowledge that a caji is about to use a dysha.

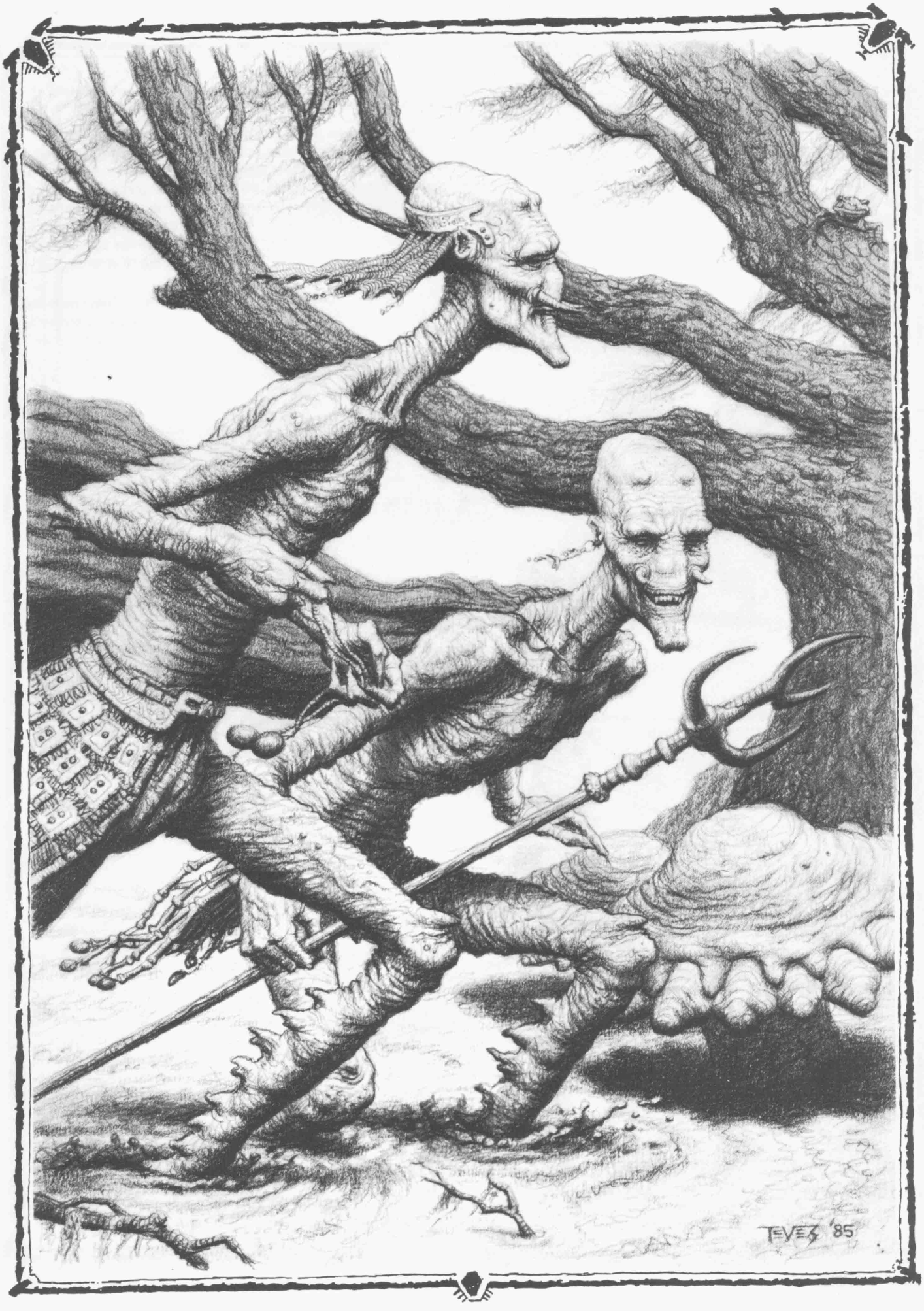
The ramian heal very slowly without ingesting the "shirm-eh" limilate. Its abundance in Burdoth and absence in Voligire have forced the ramian to trade with humans. Although humans have no desire for trade with an enemy, especially when a healing limilate is concerned, they have reason to do so. Ramian are the only suppliers of the aquatic "daij." Ramian trawlers can be found fishing for these enervors in many of the northern seas of Jorune. Daij are in great demand by many races, particularly thriddle and humans. Only ramian, *entirely* Isholess creatures, can safely pursue the daij.

Burdoth and Voligire exchange hostilities; enraged humans have attacked with the ruthlessness of the chiveer.

Lands and islands south and south east of Burdoth have been crawling with ramian in recent days. An ocean warp near the Seas of Vosule (on or near the Voligire coastline) that links to southern Sillipus, is rumored to exist.

Ramian *will not enter* the neighboring shanthic lands of Lundere, although shirm-eh grows there in abundance. This aversion is not explained, although it was probably the reason that the ramian invaded Dobre when Lundere more readily accessible.

Voligire is a dark place of black bogs and swamps. It is no place for humans. There the ramian live a secluded existence, daij fishing in the Sea of Vosule, and farming in their silent conclaves of agriculture.


TEVES '85

Scarmis

ADVANTAGE:	+0	SIZE MODIFIER:	0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	0
PERCEPTION:	+0	COLOR:	0

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Scarmis are the pawns of the cleash. Their insect-like bodies are descended along the same lines as the cleash. Summoned by the cleash's odor and canther sparks, scarmis can be quite dangerous. When under cleash command, scarmis often carry cleash capsules and cleash pre-hatched eggs.

On their own in the wilderness, scarmis are non-threatening creatures. In cleash-less areas, they are even taken as guards and assistants. Their fighting abilities are quite unlike those of cleash. The arms are powerful, their legs move fast. Their only drawback in battle is the inability to surprise opponents. The joints of the scarmis clatter as they walk.

Nothing is known about scarmis society, if they do indeed have one. It appears, from casual iscin study, that scarmis co-exist without any difficulty, and never fight amongst themselves. They spend their time collecting edible shrubs and wild game. They abhor durlig; this was discovered by an iscin observing these creatures in the Western Trinnus. Scarmis even back away from the stink of rotting durlig tops. Although this would be no defense against them when cleash-directed, it's an effective way to put off scarmis.

Let us not forget that scarmis are intelligent beings. They speak the language of cleash (its name, and many of its words are unformable by the human vocal tract). Scarmis build small homes in the wild. Made of dung, these mulch houses are architecturally fascinating. They employ bizarre methods of support, and have twisting, claustrophobic passageways.

Scarmis appear scatter-brained. They don't understand much of the civilized world around them, but they can function passably in society. Loyalty appears to be a characteristic beyond the scarmis mentality. And if cleash ever show up, scarmis guards traveling with a party can turn into pretty ugly executioners.

SCARMIS, SERVANT OF THE CLEASH

Shantha

ADVANTAGE:	+2	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	2D6+6 (SL:1)
STRENGTH:	3D6 (10)	AIM:	2D6+15 (-4)
SPEED:	3D6 (10)	ISHO:	*
PERCEPTION:	+8	COLOR:	*

DYSHAS: Roll difficulty as for muadra, but add a 4 point bonus. Shanthas will have all dyshas in all color groups of that difficulty level and down.

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Shanthas stand almost 7 feet tall. Shanthas have no eyes; they see with their Tra-sense. Their small, sculpted ears are sensitive beyond the human spectrum. The shanthic mouth and vocal cords can mimic virtually any sound. Their spoken language employs vowels that the human vocal tract is incapable of reproducing. The sounds and expressions required to communicate in this soft, flowing tongue exceed the capabilities of non-shanthas. Parts of the written shanthic language can be learned, although even thriddle complain of its complexities.

Shanthas craft and wield ritualistic blades from the thailiers of the Dhar Corondon. Shanthas always maintain a sense of calm, even in battle. Their term for death is "shyee" (the Isholess state).

Shanthas live only in small, secluded settlements. Their camps are quiet, somber places. Shanthas of each of the seven sects will respond differently to strangers. Rarely will a shantha wish to communicate or barter with a member of another race.

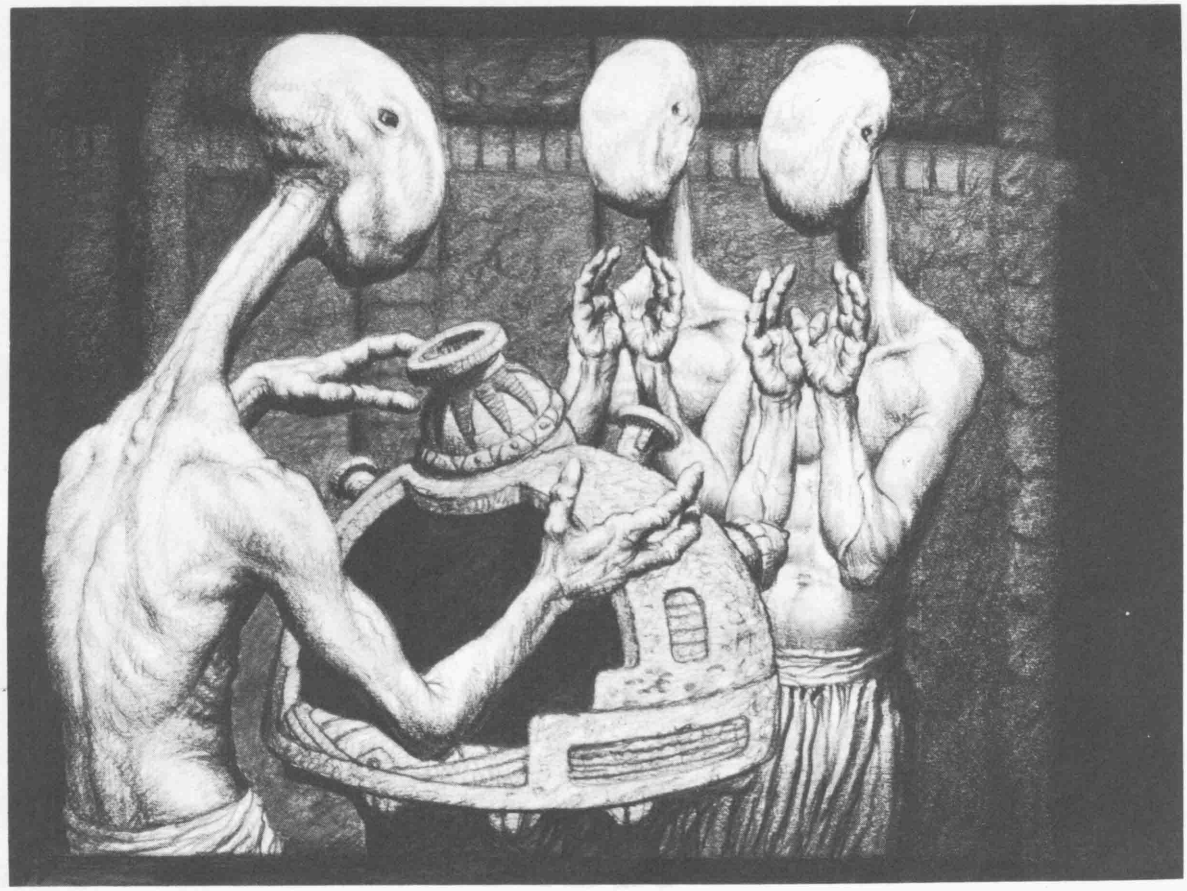
To determine which dyshas a shantha knows, roll 2D6 and add 4. Look this number up on the maximum difficulty table (in the muadra description of this book). The shantha will know all dyshas, from all color groups, at this level of proficiency. Rolls higher than 12 on this roll should be treated as 12.

Shanthas are not necessarily violent, but do have a very firm view of the way their interactions with other races should proceed. For this reason, shanthic etiquette is a necessary skill for shanthic encounters. Though they may not strike out at those who offend them, they will surely offer them no assistance.

As vulgar as the language sounds to them, most shanthas speak Entren with reasonable fluency. This potential might not be shown to player characters, however, for shanthas speak very little when in the company of boorish humans who gawk at their Isho mastery.

For more information on shanthas, and brief descriptions of the seven sects of their culture, see *Shanthas on Jorune* in chapter 7 of the Player Manual.

Shanthas Projecting Sho-sen



Thivin

ADVANTAGE:	+0	SIZE MODIFIER:	−1
CONSTITUTION:	3D6 (7)	AGILITY:	3D6 (SL:1)
STRENGTH:	2D6 (7)	AIM:	3D6 (+5)
SPEED:	2D6 (7)	ISHO:	3D6 (10)
PERCEPTION:	+0	COLOR:	3D6 (spread)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The hairy body of the thivin is smaller than that of a human, and is unmuscular. Even so, they heal very rapidly, at nearly twice the rate of humans. With their great regenerative ability, and their naturally long lifespan, there are a great many old thivins living on Jorune.

Thivins are best known for their reputations as traders and tapestry makers. Their name has become synonymous with "trader." These creatures drive ferocious bargains. The unwary are often taken in by their calm, personable manner. The expression, *"A thivin's five"* means *four*; this does not imply dishonesty, but skill in trading.

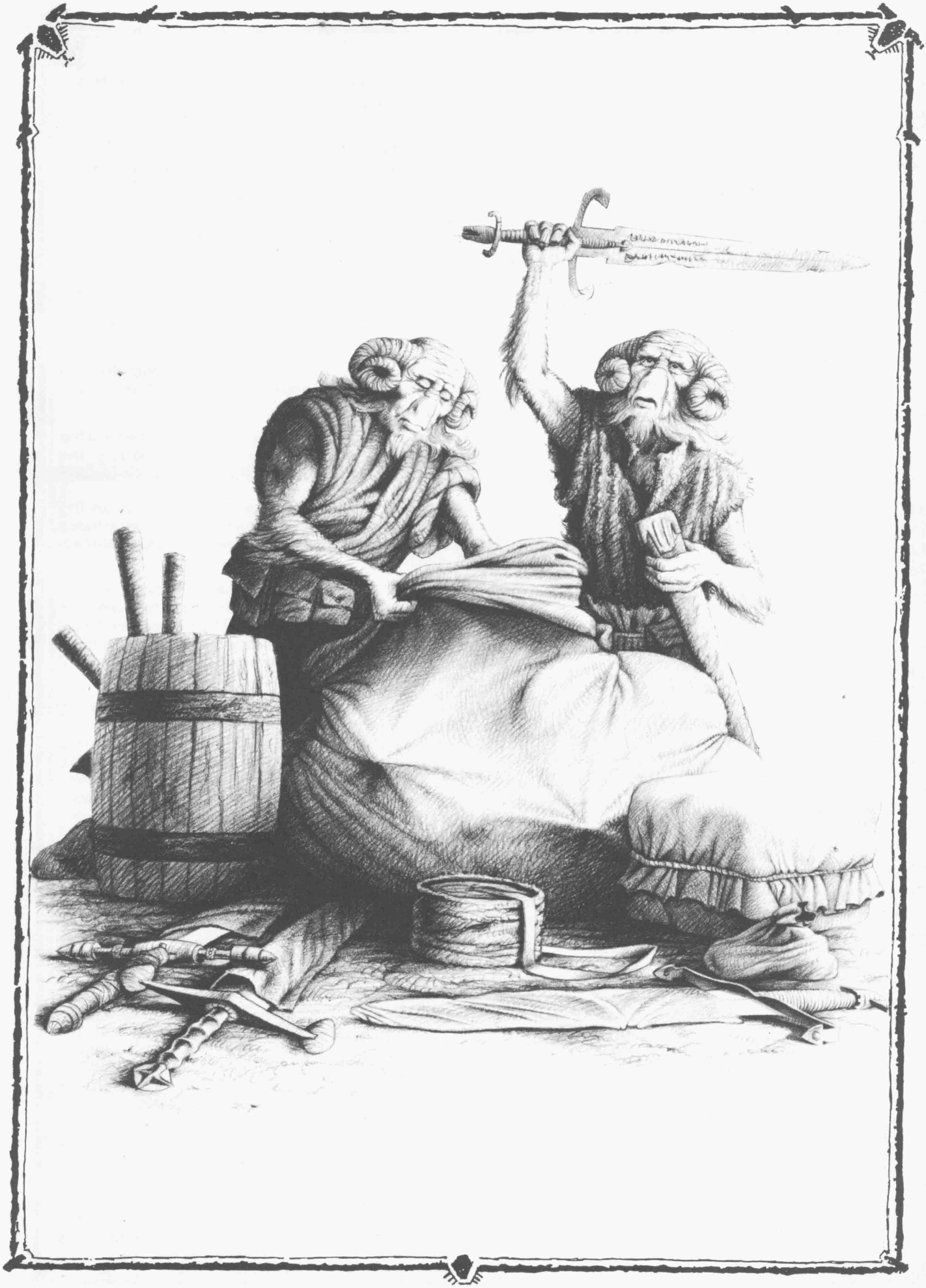
Often considered the planet's greatest craftsmen, they are master wood-carvers, jewelers, and weavers. Their artistic creations are favorite purchases of thriddle, who proudly display their collections of "thivin art" wherever possible. Elegant rugs and ornaments for arms and armor are crafted by these long-lived creatures. Town-dwelling thivin weave carpets of exotic construction. These "gauthi" rugs contain small indigenous insects which change their skin patterns gradually over their thousand year lifespan. When woven into rugs, these insects are still in their cocoon stage. Ancient gauthi rugs have been known to spring to life, *devouring furniture, buildings, and even creatures* in their emerging fury. This is however, an extraordinarily rare occurrence.

A superstition warns against harming thivin. Some creatures swear that their greatest misfortunes occurred just after cheating or mistreating one of these gentle traders.

The language of these creatures is a soft, graceful combination of inflected sounds. Their mouths have difficulty forming the abruptness of the sound "k." Their mastery of many languages is a tool of their trade; persuasion is an art which depends upon communication. These creatures never grow tire of conversation; day and night, their soft, melodic voices can be heard floating through their camps. They are skilled with dichandra stones, whosins, jampers, and tenter shines, and are eager performers. Thivin are the only race capable of using "crystal music rods." Their natural Isho creates some sort of feed-back mechanism that turns crystals (and especially boc-rods) into melodic instruments.

Thivin children don't wander too far from home, but do play with children of other races. Other than muadra and boccord, thivins seem to mix the best with humans. Their drive towards gambling seems compulsive. Card and board games are admittedly enjoyed, but it's shambo and mayoo that really draw them in.

The thivin diet is a more restricted than that of most other races. Other than durlig, there are few foods they are capable of digesting properly. Although they won't starve eating other foods, their stomachs become unhappy hell-pits when fed food even as mild as coditch. The durlig relative, gerrig, is also acceptable to them. Since both durlig and gerrig are difficult to harvest, the thivin must often rely upon their leafy tops. Unfortunately, these greens begin to rot immediately after picking. Thivin encampments are often permeated by the wretched odor of decaying food.



Thriddle

ADVANTAGE:	−2	SIZE MODIFIER:	−2
CONSTITUTION:	2D6 (7)	AGILITY:	2D6 (SL:0)
STRENGTH:	1D6 (4)	AIM:	3D6+5 (+0)
SPEED:	2D6 (7)	ISHO:	3D6×5 (50)
PERCEPTION:	+0	COLOR:	Use Muadra Scheme
DYSHAS:	Use Muadra scheme but substitute Desti with Shal		

Numbers in () are averages. For agility, this is average skill level for hand-to-hand attacks. For aim, it is the average penalty or bonus based upon an average aim.

Although thriddle inhabit the Cerridus Sea island of Tan-Iricid, they can be found in most other realms. They make no enemies, and they share other races misgivings about cleash and ramian. Thriddle have had a long-standing trade relationship and enjoy good relations with the eastern crugar of Temauntro.

Thriddle are politically active creatures, though they tend to exert their strong influence from the background, as advisors. Thriddle negotiated the treaty of Klein-Khodre, and are one of the members of the Ardothian council. They interact in the affairs of most all races.

Thriddle excel in the arts and humanities, which they prefer to the hard sciences of Earth-Tec. Thriddle math, however, is the most advanced on the planet. It was their insightful mathematical discovery at the beginning of the century that started them on their quest to understand the manipulation of warp mappings. They need still more information before their knowledge will have practical applications. Thriddle rely upon their hired data-collectors, who use daij meat to heighten their perceptions of the planetary Isho structure. Presently, warp travel is extremely rare.

Thriddle are "language masters;" their abilities to comprehend both the spoken and written word are extraordinary. They use travel as an excuse to pick up new languages. Thriddle "fadri" (teachers) are in their greatest numbers in Tan-Iricid, but are easy to find in any major city. Fadri charge reasonable rates to teach languages, history, cultural enrichment, geography, etc. It is only through fadri that some of the more obscure languages can be learned (cleash and ramian are examples).

Thriddle are very inquisitive creatures. They compile information by hiring researchers. Those who accept this job are called "querrids." They are traded gemlinks for information as obscure as "What do corastin prefer to eat?" and "what is the average size of a Dhar Corondon's thailier?" Thriddle themselves are, by their very natures, living querrids. Any knowledge found or purchased is always meant to end up in Tan-Iricid. Creatures who act as querrids are looked upon with favor by the thriddle.

The Mountain Crown of Tan-Iricid is one of Jorune's greatest wonders. Carved into the side of a mountain, this capital city is built to proportions much larger than thriddle need. Doorways and ceilings average 4 meters in height. Although its origins are murky, it seems certain that thriddle are not responsible for the Mountain Crown's construction.

The city of Tan-Sor lies along the Tan-Iricid coast, only a few miles from the Mountain Crown. The pathway which connects the two is called the "rilij." Giddynes are needed to enter the Mountain Crown of Tan-Iricid. They cost 10 gemlinks. Giddynes have no expiration dates, but permit entrance to only the bearer. The near endless thriddle libraries are available to those who enter. If approached politely, thriddle scholars at work may be willing to answer questions.

"Tristy" are the thriddle eyes. "Trid-nodes" are the odor-sensing organs on their backsides. They quiver slightly when thriddle are tense, hence the expression "Quivering trid-nodes!" Thriddle consider the saying generally overused, and in poor taste. It is wise to refrain from such comments in the company of thriddle.

Giggit are grub-like creatures indigenous to the east and west Trinnu Jungle Lands. When skewered in the bowl of a "giggit pipe," the larva release an essence intoxicating to thriddle. Non-thriddle often find it repulsive. Connoisseurs "grip" the thriddle pipe—they hold the bowl in their hands, warming it slightly with their body heat. This heightens the aroma of the lanced larva to an extent not truly appreciated by the occasional user.

Thriddle expeditions into the Trinnus are common. The jungles would be crawling with thriddle were it not for the regional cleash infestation. Thriddle appear to be special targets of assaults; the cleash relish their extermination.

The thriddle is a fig-shaped biped. Their tall tristy sway above their heads. Their fleshy lips flap open as they breath and talk, revealing a set of tiny teeth.

The style of the thriddle's walk resembles a bird's knee-bend-hop, knee-bend-hop. Thriddle are sensitive to comments about their gait. Their gracious manner can be marred by insensitive remarks.

Thriddle only sit down when they feel comfortable and secure. They run so awkwardly that they prefer to remain standing when there is a question of safety, lest they waste three or four seconds of a hasty retreat.

The complex language of thriddle ("Triddis") practically requires a thriddle to speak it. Although not of soft sounds, it has a gentle feeling. "Thriddle Language Complex," (T.L.C.) is common in those who learn to speak Triddis. The convoluted grammar and mental mannerisms associated with learning the language spill over into even the learner's native tongue.

Thriddle use a complex character set, much to the anguish of most learners. It is said that one who becomes tauther and starts learning Triddis at that time would sooner *be Kesht* than learn to *write it*. For thriddle, language skills come naturally; they commonly speak nine or ten languages besides their own. Their fluency is commonly better than native speakers', although their word choices have a tendency to be off-based. A thriddle might, for example, describe a bad meal as "unpleasantly indigestible."

The "coditch" plant is often farmed by thriddle. Similar to Earth's corn, coditch is not very nourishing to humans although it is tasty, unlike durlig. East of the Gauss valley is the town of Cosahmi, known for its sweet coditch and backwards ways. The large thriddle contingent there grows acres upon acres of coditch, transports it over the Kuggin Mountains to Gauss, and from there, distributes it throughout Burdoth.

Throughout Jorune's history, there have been several famous thriddle. Salrough Gomo, Thriddle Seer of the North West Woodlands, was known for his containment of the Maustin Caji. Kirra Ho-Trid was Tan-Iricid's ambassador to Burdoth and a member of the Ardothian council for many years. Bennid Ho-Gomo, thriddle friend of Caji Gends, was "innocently guilty" of teaching crugar "lightning blast."

Thriddle claim to have the ability to tell apart the two ramian genders. This fact is something they are quite proud of. Their claim is unverified because the two sexes have no visibly distinguishing characteristics.

Thriddle have dyshas on a 2D6 roll of 12. Use the system presented in the muadra description for details. If dyshas of the Desti are indicated, replace with Shal. Thriddle aren't interested in bolts.

Salrough Gomo, Thriddle Seer, Invites You Into His Home

Woffen

ADVANTAGE:	+0	SIZE MODIFIER:	0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	2D6 (+10)
SPEED:	3D6 (10)	ISHO:	3D6 (7)
PERCEPTION:	+3	COLOR:	3D6 (Ebba)
DYSHAS:	Power Orb on a 5 or 6 (x3 Isho), Power Hold on a 6 (x5 Isho)		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Another of Iscin's creations, Woffen are intelligent, bipedal descendents of wolves. Their height and weight are of approximate human dimensions. Woffen shed their heavy fur during mullin (the summer season), helping them cool down during the hot spells common to their home realm of Lundere. Located more than a thousand miles east of Burdoth, Lundere controls the largest known protected ocean bay on Jorune.

Woffen are not known for their hygiene. They prefer to mingle with the scents of nature, both because they like the smell and because it makes them harder to detect.

Most all woffen enjoy drinking. to excess. Those who indulge excessively for years walk hunched, they are the "authew," the wretched ones. The condition can be permanent. Recently, iscin have found a way to reverse the deteriorating effects of the "stomeh" ale they drink.

Woffen have a high regard for honor. They will never leave one of their members behind, even the authew. They are a strongly united race, tactically organized as well.

Lundere is the land of the ancients. It has long been known that the great shanthic cities lie hidden beneath the Lunderian soil.

Dirt shenters are for relaxing and drinking. They are built wherever woffen live. Serving drinks, including stomeh and wholl, the shenter's "shast" serves the patrons. It is customary for the shast to ask all who enter a question—some easy, others difficult, but rarely predictable. The questions are for lightening the spirit, and a good answer gets a free drink. The people living in the region surrounding a shenter pay taxes for its upkeep, no exception is made for those who prefer not to use the facility. The fee is small and is considered an investment in the community (at least from the woffen's viewpoint). Many epics begin in woffen shenters, as tales of adventure and glorious riches are temptingly spun.

In the year 2934, large numbers of woffen were stricken by terrible paralyzing disease. The condition catalyzed the Ninindrue Plague Slayings, a crugar massacre of the helpless woffen population. The genocide was ended by the intervention of Caji Gends and the muadra he had trained. The help they gave the woffen is still remembered, even five hundred years later. Soon after the end of the slayings, Caji Gends taught woffen the power orb and power hold dyshas. These skills would prevent a repeat of the torment they had suffered.

Another great enemy of the woffen are the ramian. Although ramian don't take any special dislike to woffen (they just dislike everybody about the same), woffen become incensed and agitated when ramian are nearby. Many believe that it is the dark, featureless eyes of the ramian which arouse such anxiety. If encountered in the wild, woffen are likely to attack ramian, even when outnumbered.

Woffen are known for their keen wit and love of good company. Their parties often last for days, making a ruckus that can be heard for miles.

Woffen do a lot of play fighting. In the streets of their towns, pups are often seen tumbling and growling. Their tempers are short, but they fight with restraint. Woffen rarely kill their opponents. Only crugar seem to inspire woffen fights to the death.

Woffen mannerisms include lots of head movements. They are always scanning their surroundings. Their sense of sound and odor is superb. Place them at skill level 4 for Perception. When sensing an interesting sound or odor, their ears perk up.

Woffen: A Sudden Noise Ruins a Good Joke

CHAPTER 4
NON-INTELLIGENT CREATURES

Non-Intelligent Encounters

- Roll for Race.
- Roll for Quantity.
- Roll for Response.
- Decide where they are.

Race Encountered/Quantity

Roll a D100 to determine the race of non-intelligent creature encountered. The quantity of the creature is listed to the right of its name.

1		Harns:	D6	Dangerous
2 -	3	Losht pods:	D6	
4 -	5	Crill:	D6	Obnoxious
6 -	7	Bochigon:	D6*	Obnoxious
8 -	15	Vintch:	D20*	
16 -	20	Duradon:	D6*	Dangerous
21 -	30	Cougars:	D6	Dangerous
31 -	32	Grey mandare:	1	Manic
33 -	37	Pibber:	D6	Apathetic
38		Corondon:	1	Manic
39 -	47	Scrade:	2D6*	Dangerous
48 -	49	Talmaron:	D6*	Apathetic
50 -	55	Wolves:	2D6*	Dangerous
56 -	57	Vodra:	D6*	Manic
58 -	60	Thombo:	D6	Apathetic
61 -	63	Dreglamon:	1	Manic
64 -	70	Scragger:	2D6*	Manic
71 -	74	Beagre:	D6	Dangerous
75 -	79	Slutch:	D6*	Dangerous
79 -	86	Tarro:	D6*	Obnoxious
87 -	91	Dichandra:	D6*	Dangerous
92		White mandare:	1	Manic
93 -	94	Spirrics stage 2:	D6*	Manic
95 -	96	Spirrics stage 3:	1	Manic
97		Giggit:	D6	
98 -	100	Farg:	D6*	Manic

- A * means to roll twice, and to take the lower of the two rolls.

- Add 15 for swampland, jungle, or heavy forest.
- Subtract 20 for desert and grasslands.

- Treat rolls less than 1 as harns
- Treat rolls greater than 100 as D20 + 80

Response

Depending upon the response listing of the creature, roll 2D6 below to determine its response.

Manic

2 -	7	Attack immediately
8		Readying for attack
9 -	10	Easily provoked into attacking
11		Cautious
12		Retreats

Dangerous

2 -	5	Attack immediately
6 -	8	Ready to attack
9		Easily provoked into attacking
10 -	11	Cautious
12		Retreats

Obnoxious

2 -	3	Attacks immediately
4 -	6	Makes violent gestures indicating an attack
7 -	9	Totally ignores
10		Cautious
11 -	12	Retreats

Apathetic

2 -	6	Totally ignores
7 -	8	Cautious
9 -	12	Flees

Where They Are

Roll a D100 to get an idea where the encountered creatures are. A roll of 0 is straight ahead, 25 is directly to the right, 50, behind the players, etc. To see if the creature will surprise your party, take the highest Spot or Listen skill level of party members. For the creature, use the number listed for Attack Success (always use the lower number if there is more than one), the creature's roll needs to be higher than or equal to that number to surprise the party. If both groups make their roll successfully, surprise is mutual.

Listings of Non-Intelligent Creatures

We explain briefly each term used in the listings. All of the non-intelligent creatures are described here.

Reaction

A creature's reaction is either Manic, Dangerous, Obnoxious, or Apathetic. Manic creatures almost always attack on sight. Dangerous creatures sometimes attack. Obnoxious creatures usually want nothing to do with the players, but will attack if bothered. Apathetic creatures, like thombos, often flee when approached.

Advantage

Add this number to Advantage rolls made for the creature. The Sholari makes decisions for the creature based upon Advantage rolls. Usually, the higher the Advantage roll, the more violent the attack. Non-intelligent creatures still need a 6 or higher to defend, an 11 or higher to attack, and a 16 or higher to do both. (You may modify this number by a few points either way.)

Defense Size

This is the number to use as a penalty on injury rolls. For example, when rolling for injury against a talmaron, 2 points are subtracted from the 2D6 injury die roll. Attackers receive a bonus on the injury roll when a creature's Defense Size is negative. Add 2 to the injury roll when attacking scragger. Their Defense size is −2. (You may modify this number by a few points either way in the case of very large creatures.)

Attack Strength

This is the number to add for the creature's attacks when checking for armor penetration, and rolling for injury. This is also the number used to determine lifting power. (You may modify this number by a few points either way in the case of very large creatures.) Use the following as guidelines:

In general, small creatures have strength 2D6, large creatures 3D6.

For a creature's lifting capacity:

Attack Strength	This weight	Plus Strength times:
−3	0	1
−2	0	2
−1	0	10
0	100	10
+1	200	10
+2	200	20
+3	300	20
+4	400	20

Skin

Any natural armoring for the creature would be listed here.

Speed

Roll for the creature's speed.

Defense Success

This number or higher must be rolled on a D20 for the creature to make a successful defense. Non-intelligent creatures do not choose defense as often as intelligent creatures. With an advantage above 10, they usually choose to attack. (You may modify this number by a few points either way, especially for larger creatures.)

Attack Success

This number or higher must be rolled for the creature on a D20 for an attack to succeed. Creatures do not usually make specific attacks. Use the random location table. (You may modify this number by a few points either way.)

Beagre

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+2	Speed	3D6+5
Defense Size:	−2	Defense Success:	10
Attack Strength:	−1 (claws)	Attack Success:	14 (claws)
		To Hit: +3	

Beagre are rodent-like carnivores. Usually more of a nuisance than a treat, these small creatures occasionally run in huge packs, attacking small towns and cities. Normally at home in any type of squalor, beagre breed in refuse unless their populations are controlled.

A Beagre Breakfast

Bochigon

Reaction:	Obnoxious	Skin:	No Armor
Advantage:	−2	Speed	3D6+3
Defense Size:	+3	Defense Success:	18
Attack Strength:	+2 (feet)	Attack Success:	14
		To Hit Body: −4, Legs: +1, Head: +3	

Bochigon are huge beasts of burden capable of packing tremendous payloads. In the wild, they are unfriendly, disinterested creatures. It is advisable to keep your distance.

Bochigon have excellent instincts about their surroundings. They can often detect ambushes and traps. Speculation has it that these skills are based upon a rudimentary Tra-sense.

Bochigon are fearless. In combat situations they react calmly, and will attack with their powerful front legs if threatened. Use the injury table for "thombo kick" presented in the "Incidental Injury" section of chapter 6 in the Player Manual.

TERRITORIAL BELLOWING OF THE DHAR CORONDON

Corondon

Reaction:	Manic	Skin:	Leather
Advantage:	+0	Speed:	2D6
Defense Size:	+4	Defense Success:	-
Attack Strength:	+3 (thailiers)	Attack Success:	11 (thailiers)
Attack Strength:	+1 (mouth)	Attack Success:	17 (mouth)

Dyshas: Lightning Blast on a 5 or 6 on a D6. 2D6×10 Isho

To Hit Body: −6, Arms: +3, Legs: −3, Head: -/−4

The corondon (or Dhar Corondon, as large specimens of this species are called), are the inspiration for much of the shanthic technology and culture. From each of the four corondon arms jut claw-like thailiers, sharper than finely honed steel. A thick leather armor covers their upright bodies. A thick plate of cartilage their breast can be worked into an almost infallible armor. Thailierian cartilage decays rapidly after removal from corondon, unless treated by specialized armor smiths. Once boiled with boji leaves, it becomes pliable and suitable for use in armor construction. While the corondon lives, the cartilage offers it no special advantage or protection.

The bellowing roar of the corondon can be heard throughout valleys of Jorune. Close up, the sound can cause ringing in the ears.

These creatures are known by many different names across Jorune. Although "corondon" is the most common, ramian refer to these creatures as "Tirictyve" (Devils Guide). Crugar call them "Techindol" (Lanced Killers).

The small orbs of flesh dangling from the sides of the corondon's mouth are not eyes; they are the origin of the corondon's lightning blast dysha.

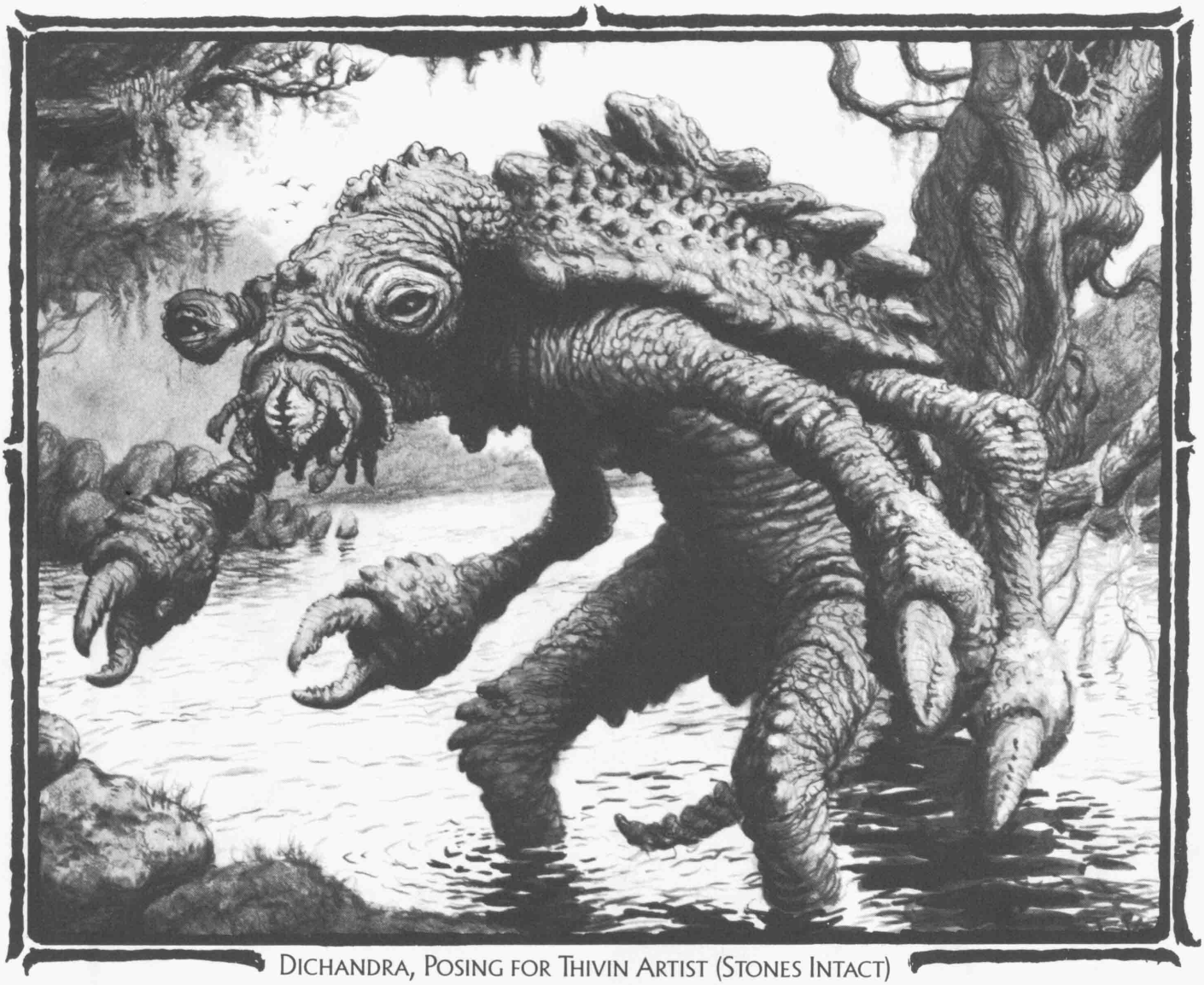
Corondon thailiers have been the heart of shanthic blade construction since the earliest shanthic histories. The Dhar Corondon plays a guiding roll in their mythology. Legends speak of its terrible fury.

Cougar

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+2	Speed	3D6+5
Defense Size:	+0	Defense Success:	13
Attack Strength:	+0 (claws)	Attack Success:	11 (claws)
Attack Strength:	+0 (teeth)	Attack Success:	16 (teeth)

To Hit Body: +1, Legs: +4, Head: +7

These are descendants of the cougars from Earth. They do not travel in large groups. Their claws and teeth are both used as weapons. Cougar may travel in the company of crugar; in such cases, the crugar will be dominant.



DICHANDRA, POSING FOR THIVIN ARTIST (STONES INTACT)

Crill

Reaction:	Obnoxious	Skin:	No Armor
Advantage:	+0	Speed	2D6+20
Defense Size:	−3	Defense Success:	11
Attack Strength:	−3	Attack Success:	11

To Hit Body: +7, Wings: +3 ,Head: +8

Crill are ferocious desert birds, hunted for the boc-rods (powerful crystal fragments) imbedded in their tails. The presence of the boc-rod is a great defensive mechanism; no dyshas will contact the crill who carries one. Hunting crill can be dangerous; they seek food day and night, circling from above. They dive at their prey with arrow-like speed and accuracy.

Crill are not born with boc-rods. They instinctively seek them out. They have hard, exoskeletal bodies, and can dig with their tails deep into the ground where the crystal fragment lies. The sharp fragment pierces the plates in the crill's tail; flesh entwines the shard, and it becomes a permanent part of the creature's body over a period of several months. Once a crill is dead, the decaying flesh will cause the crystal to break apart. Only experts at such craft can successfully remove the boc-rod, and even they must begin the attempt within hours of the creatures death.

Dichandra

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+0	Speed	2D6
Defense Size:	+0	Defense Success:	9
Attack Strength:	+1 (fists)	Attack Success:	11 (fists)

To Hit Body: −1, Arms: +5, Legs: +3, Head: +7

The amphibious dichandra inhabits lakes, rivers and streams of Jorune. The creature's hard, knobby wrists act as clubs when the creature attacks. Using these as weapons, dichandra often knock their opponents unconscious. Powerful pinchers are used mainly for dragging, not for attacks. The tentacled face of dichandra contains paralyzing fluids which they use on their unconscious victims. They drag the bodies down to their underwater lairs, which are located as deep as possible. They prefer to live in nooks and crannies where they won't be found.

Dichandra lairs can often be identified by ground foams. These are signs of the creature's unhatched eggs. Dichandra will fiercely protect their young. Those who dig for their eggs may find themselves dragged to a watery grave.

Dichandra are often killed so that their rock hard wrists can be used as musical instruments. By boring small holes through the "dichandra stones," instruments for playing soft melodies can be made. Thivin are the masters of the dichandra stones.

Crill, With Boc-Rod Entwined in Tail

Dreglamon

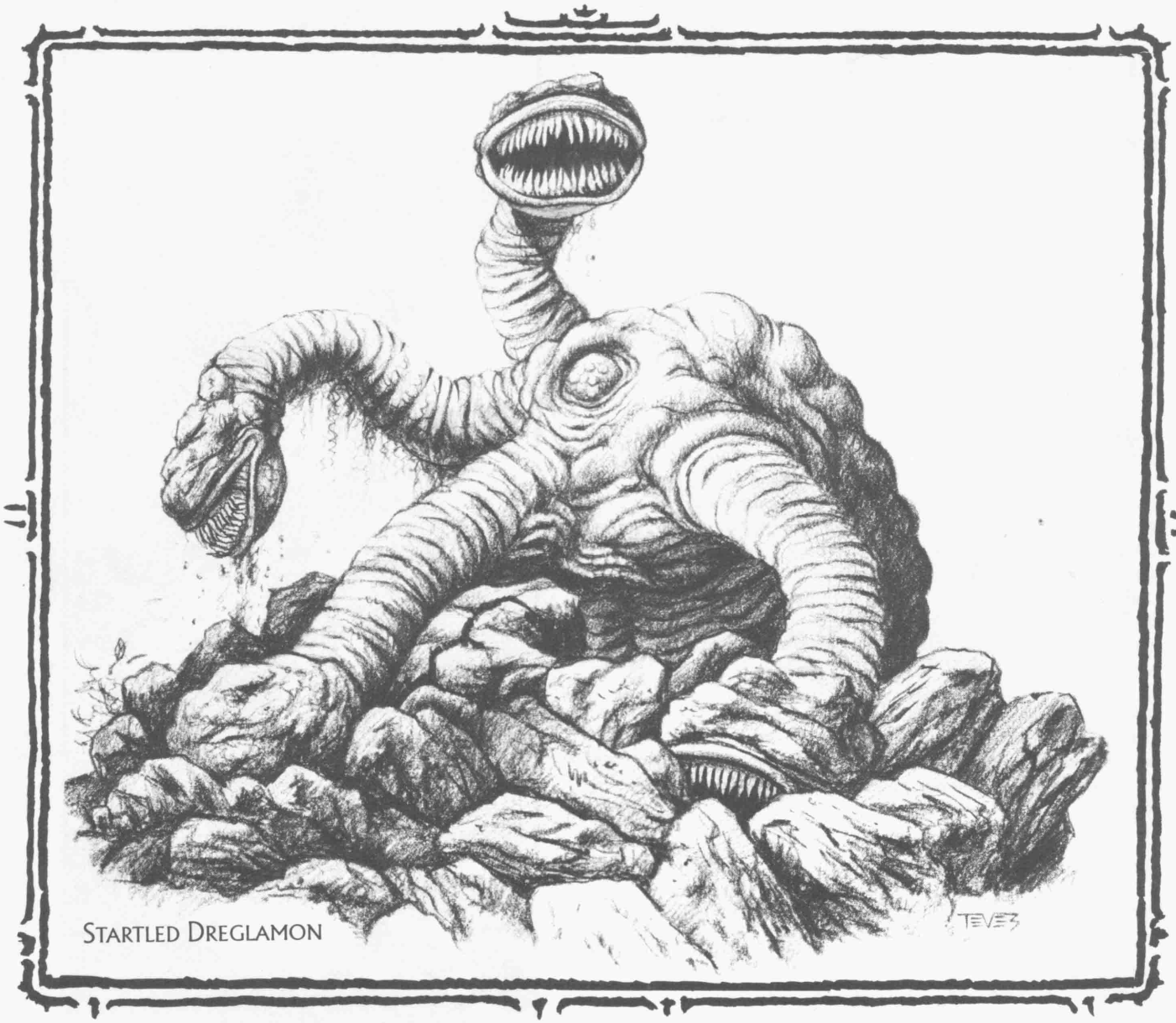
Reaction:	Manic	Skin:	Leather
Advantage:	−3	Speed	D6
Defense Size:	+4	Defense Success:	15
Attack Strength:	+2 (teeth)	Attack Success:	13 (teeth)
	To Hit Body: −4, Head: +2		

First attack: Dreglamon are +5 to Advantage

Dreglamon blend into the random rock formations in which they live. Several vicious snake from their lumpy bodies. They are slightly mobile, capable of dragging their worm-like bodies toward their kills and dragging them back to their stone pits. The dreglamon is sensitive to vibrations given off by intruders less than five meters away.

The carniverous dreglamon prefers large, substantial meals, but will settle for anything that comes close enough for its heads to snap at. The abundance of items, armors, and weapons which clutter the home of the dreglamon often entreat the curious to their deaths. Those who survive the ferocity of these creatures are well rewarded.

Drelamon are genderless. Their offspring are launched at the end of the creature's 30 year lifespan. This process destroys the elderly dreglamon in an eruption of flesh which projects its young up to a half kilometer away. There the young hatch from their heavily armored shells and quickly burrow into the soft ground.



STARTLED DREGLAMON

Duradon

Reaction:	Dangerous	Skin:	No Armor
Advantage:	−2	Speed: (flying)	2D6+10
Defense Size:	+4	Speed: (ground)	2D6
		Defense Success:	18
Attack Strength:	+2 (teeth)	Attack Success:	18 (teeth)
Attack Strength:	+2 (claws)	Attack Success:	14 (claws)

To Hit Body: −5, Wings: −4, Legs: +1, Head: +4

Duradon are large relatives of the domesticated talmaron species. This variant is much larger and stronger, capable of clutching and carrying even large, struggling creatures into the air. The major difference between duradon and talmaron (besides size) is the duradon's non-domesticable nature.

These creatures live in many terrains, making their homes in the lower layers of the "tumbernaw" vine-bush. These vine-bushes are large, rambling vegetations which support powerful branches in all directions. Pocketed somewhere in the dense growth of these plants are the nesting grounds of these carnivorous beasts. Although they maneuver poorly in the cramped quarters of their homes, their ferocity makes up for any lack of mobility. Those who have ventured too far into the tumbernaw have lost limbs, or worse.

The duradon's large claws have great clasping capability. These creatures often swoop down and grab their prey, dropping them on nearby rocks to tenderize the meat for their young. The duradon's traditions are well known to many races. Areas with no cover are avoided in regions where duradon are said to be.

DURLIG

Durlig is a plant created by Earth scientists to provide all the nutrients needed by humans. It grows almost any place imaginable, but isn't the tastiest of foodstuffs. Although many of the native Jorune plants are edible for humans, most are difficult to digest, and none provide a substantial amount of the necessary vitamins. It has long been known that a healthy diet must include durlig, but its taste is somewhat of a hindrance. Properly leeched and boiled with crethin leaves, durlig can acquire favorable characteristics. Unfortunately, the poor of Jorune are often unable to buy the expensive crethin leaves. Worse yet, those of squalid conditions end up eating only the wretched durlig tops, which quickly rot after harvest. Durlig spreads slowly. It is found all over Jorune because the colony planted it in so many locations before their demise. It was intended to be machine planted, and machine harvested. Unfortunately for the peoples of Jorune, such harvesting equipment no longer exists. Durlig is planted by hand, and requires whole teams to dislodge a single root. When available, thombos can provide the pulling power needed. Durlig harnesses can be purchased in any area involved with agriculture.

When found in the wild, only the tops are exposed. To get to the stalk of the plant requires a great deal of pulling and digging. Often, hungry creatures settle for the green tops. These are a last resort for most. Durlig tops start to decompose into a stinky mess shortly after being picked.

Farg

Reaction:	Manic	Skin:	No Armor
Advantage:	+0	Speed	2D6
Defense Size:	+3	Defense Success:	18
Attack Strength:	+2 (arms)	Attack Success:	13 (arms)

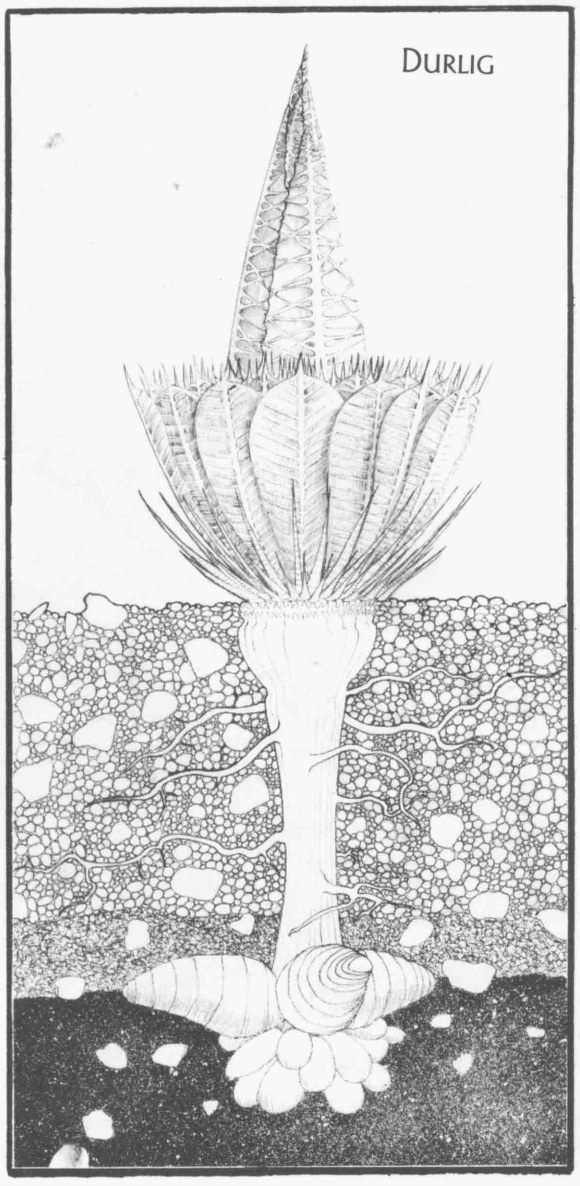
To Hit Body: −6, Arms: +2, Legs: +0, Head: +5

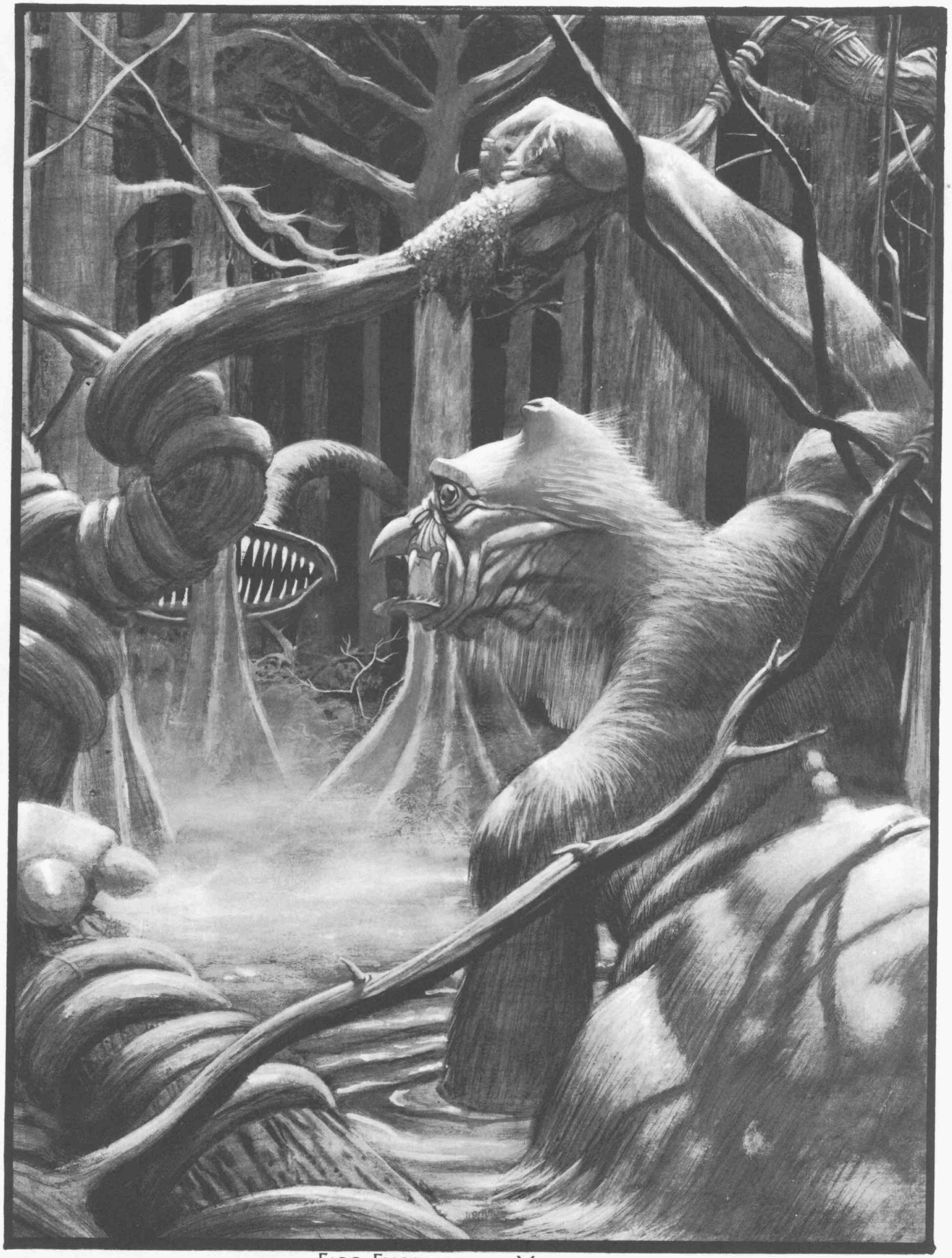
The farg is a ferocious swamp dweller that attacks on sight, mauling its victim with large club-like arms and enormous, gnashing teeth. Farg are migratory creatures that constantly roam the swamps in search of food. This creature is not at all selective in its diet. Anything fleshy that makes crackling sounds when chewed is desirable to the farg. Despite their bulk, these creatures have no trouble navigating their homeland swamps. By grabbing onto nearby vegetation, and pulling forward, farg are able to propel themselves quickly through the swamps.

Farg fight viciously, striking out with their massive paws and beating to a pulp any living being that looks as if it might be crunchy. Farg use small trees and large rocks to attack with. Treat trees as clubs for combat purposes. They often collect the belongings of the intelligent creatures they kill.

Gerrig

Gerrig is an offshoot of the durlig plant. This wild variety of the plant is edible and nutritious to humans, but it tastes even worse than durlig. It is eaten only in times of dire need. The humans of Miedrinth appear to be the only peoples that enjoy eating it.





FARG, ENCOUNTERING MANDARE

Giggit:

The three stages of giggit:

Giggit: 1st Stage

They are grub-like, and hard to find.

Sperrics: 2nd Stage

Reaction:	Manic	Skin:	No Armor
Advantage:	+2	Speed	D6+6
Defense Size:	-3	Defense Success:	16
Attack Strength:	-1	Attack Success:	13
		To Hit: +5	

Sperrics: 3nd Stage

Reaction:	Manic	Skin:	No Armor
Advantage:	-2	Speed:	1D6
Defense Size:	-3	Defense Success:	18
Attack Strength:	-2	Attack Success:	15
		To Hit: +3	

Giggit larvae are the non-metamorphosized versions of the vicious insidious sperrics. Most commonly found in the East Trinnu Jungle Lands, these creatures are also cultivated in great numbers in the Ice Fields of Gilthaw, cleash stronghold. Their lives are made up of three stages:

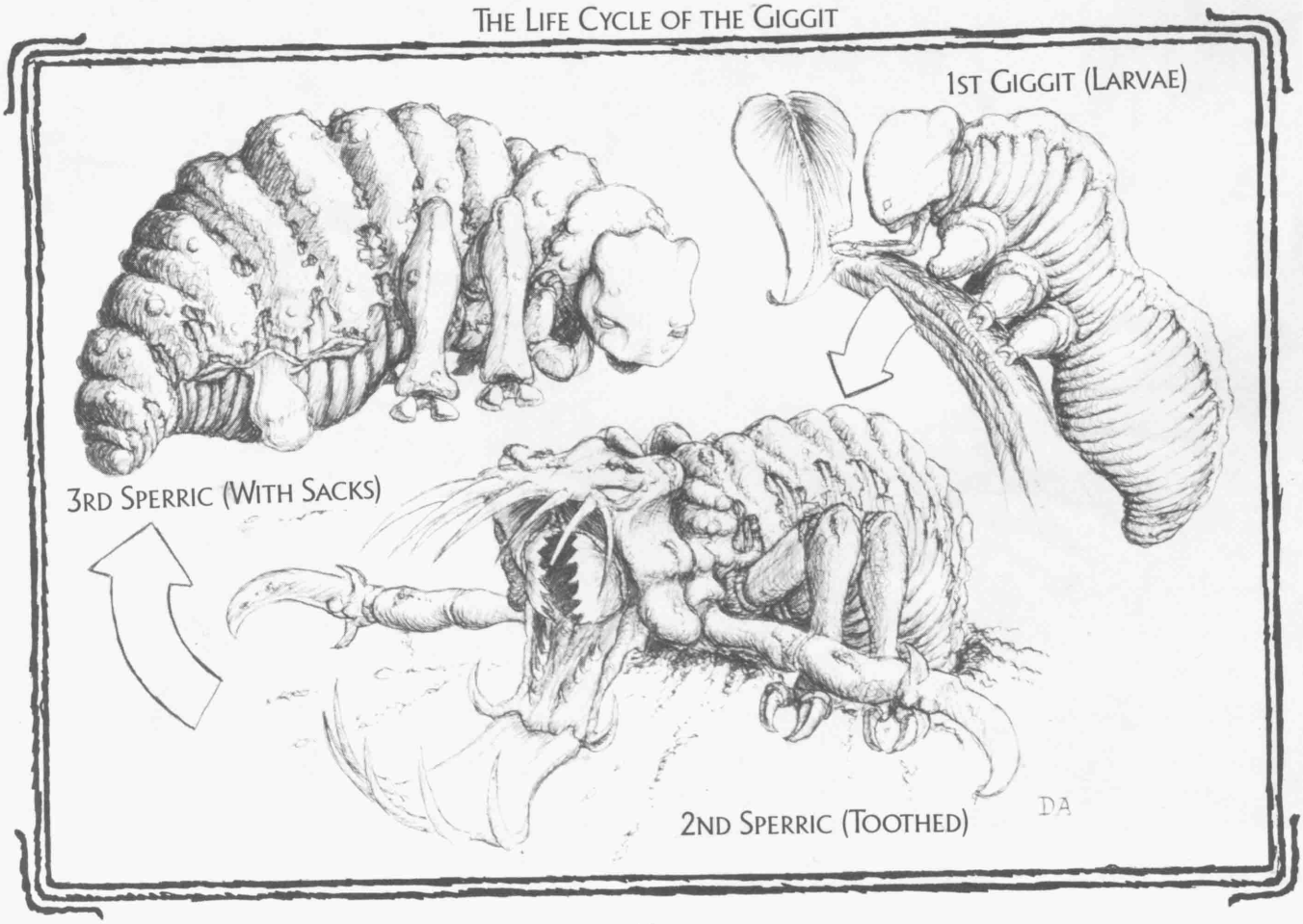
They start as larvae, small and grub-like; they are often found under rocks or in the roots of trees. At this size, they are known as "giggit." It is the giggit that are sought for the thriddle pipes.

To enter their second stage, they burrow underground, and their bodies secrete a thick ooze. Left undisturbed for a few months, they emerge as terrible, cat sized creatures with a set of hellish jaws. In this stage, they will attack any living thing, attempting to root their sharp hooks into some food. After a single gorging they again burrow into the ground.

This time when they emerge, they are more bulbous, worm-like creatures. Thus altered, they loose some of their mobility, but none of their ferocity. Their teeth have been replaced with a rigid set of gums. It is during this time that they shed their larvae sacks. It is also at this stage that they are temptingly delicious to cleash. Spitting mean, spirrics don't wait around for anyone to come up and eat them. Cleash have developed traps for these creatures, baiting them with glittering metal and boiling water. Typically, cleash traps involve hidden-cover pits, although there are many varieties. Spirrics are attracted to the smell of freshly turned soil (such as the smell of a new pit!). They are speared by cleash once trapped. In their third stage of development, giggit retain little of their burrowing capability.

The lifespan of the third stage spirric is three or four weeks after it has given off its larva sacks.

Seasoned with various plants, cleash often cook up five or ten spirrics at a time, making a cleash feast. Those nearby should be careful; unlike most predators, cleash are the most vicious just after they've eaten.



Mandare Dinner

Grey Mandare

Reaction:	Manic	Skin:	Leather
Advantage:	+0	Speed	3D6
Defense Size:	6	Defense Success:	11
Attack Strength:	3	Attack Success:	11
	To Hit Body: −6, Neck: +4, Head: +7		

Mandare are little more than mounds of flesh with rows of razor sharp teeth. The long neck of the mandare is very flexible, making it possible for the creature to strike out and bite with great dexterity. These move by undulating the flesh which makes up their undersides. Mandare roll across terrain like a wave over water.

The roar of the mandare is truly ear-shattering. Creatures have suffered split eardrums while combatting this sinister element.

The teeth of the mandare remain in the bodies of their prey. They are valued as good luck charms (anyone who survives to collect mandare teeth must have good luck). After taking a bite, the mandare's massive jaws crush food beyond recognition. Even metal can't withstand this creature's clenching teeth. Its neck muscles further the job of digestion by squeezing the remains down to a pulp state.

Mandare never dodge or evade, but their heads often swing out of reach. That is what the number listed for Defense Success indicates.

Mandare are found in every climate on Jorune. Although they have no lair of any sort, they often stay in the same area for a time before moving on. These creatures are genderless, and keep their distance from one another. It is a spectacle to see two mandare battling over disputed territory.

Their toothless relatives, the "white mandare" prefer less tropical climates and can only be found in cooler regions, such as northern Temauntro.

Harns

Reaction:	Dangerous	Skin:	Leather
Advantage:	+0	Speed	D6+6
Defense Size:	−2	Defense Success:	17
Attack Strength:	−2	Attack Success:	9

To Hit Body: +2, Arms: +4, Legs: +3, Head: +8

Harns are a form of desert life. Their hairless and eyeless bodies blend in with their environment. They are difficult to spot against the desert background. These creatures live beneath the sand. A thick, pasty substance secreted from their necks binds sand into a sort of concrete. Undetected mazes of their tunnels run hundreds of yards beneath the desert floor.

Large sand bladders encase the harn's body. Upon sensing prey, harns leap to the surface, blasting their prey with a spray of high pressure sand. Though it appears almost comical to watch, the force of the attacks is significant. Treat these onslaughts as club attacks. Harn usually have enough sand in their bladders for 3 such attacks; it takes a few minutes to re-fuel. A quick dive into the desert dunes, and *beware*. The range of the harn sand-spray is 4 meters.

The arms of this creature are very fragile; they are used only to drag dead creatures back to the harn tunnels. They dangle uselessly in combat.

The skin texture and eyeless features of this creature tie it to a line of creatures descended from what the Earth scientists referred to as "Caudri-Shanthacra," or "Early Shanthic Beings."

The harn's curious habit of drooling sand is of no combat significance, but is a bit frightening. Rumor has it that harn always drool just before they attack.

HORSES

Reaction:	Apathetic	Skin:	No Armor
Advantage:	−2	Speed	2D6+15
Defense Size:	+2	Defense Success:	15
Attack Strength:	+1 (hooves)	Attack Success:	10 (hooves)

To Hit Body: −5, Legs: +0/+8, Head: +5

Horses have not fared well on Jorune. Without the support of humans, they die. Slight modifications in their genetics prevent them from producing many fertile offspring. In the wild, their inability to compete with native Jorune life restricts their numbers. It is only through the effort of humans that they survive to this day and age. Their extraordinarily high price reflects their small numbers. Even finding horses to buy is difficult.

Losht Pods

Losht pods are floating spheres filled with seeds. They are carried by air currents throughout the deserts and plains; they are common in the Doben-al. When the pods die, they fall to the ground, and are buried by the sand. Their delicate endosperm will rupture if punctured, issuing a sticky yellow spray. This goo will quickly decay any metal it contacts. Otherwise, it is not harmful. Thombos are not talented enough to avoid the pods. The full-grown losht are enervors, and spend the days floating in the sunlight, soaking in the Isho wind. The core of the pod weighs only a few ounces. It is prized for beauty. Losht pod cores can be found hanging from the ceilings of high class incleps and illidges.

PIBBER

Reaction:	Apathetic	Skin:	No Armor
Advantage:	+3	Speed	2D6+15
Defense Size:	−4	Defense Success:	7
Attack Strength:	−2 (claws)	Attack Success:	7 (claws)

To Hit Body: +4

Pibber are small, good-natured, furry rabbit-sized creatures native to Jorune. Although tasty treats for woffen, pibber are often taken as pets by other races. Pibber are joyous little balls of fur—until mishandled. Frightened pibber "thist" an unpleasant thing for all around, as an obvious sign of pibber discomfort.

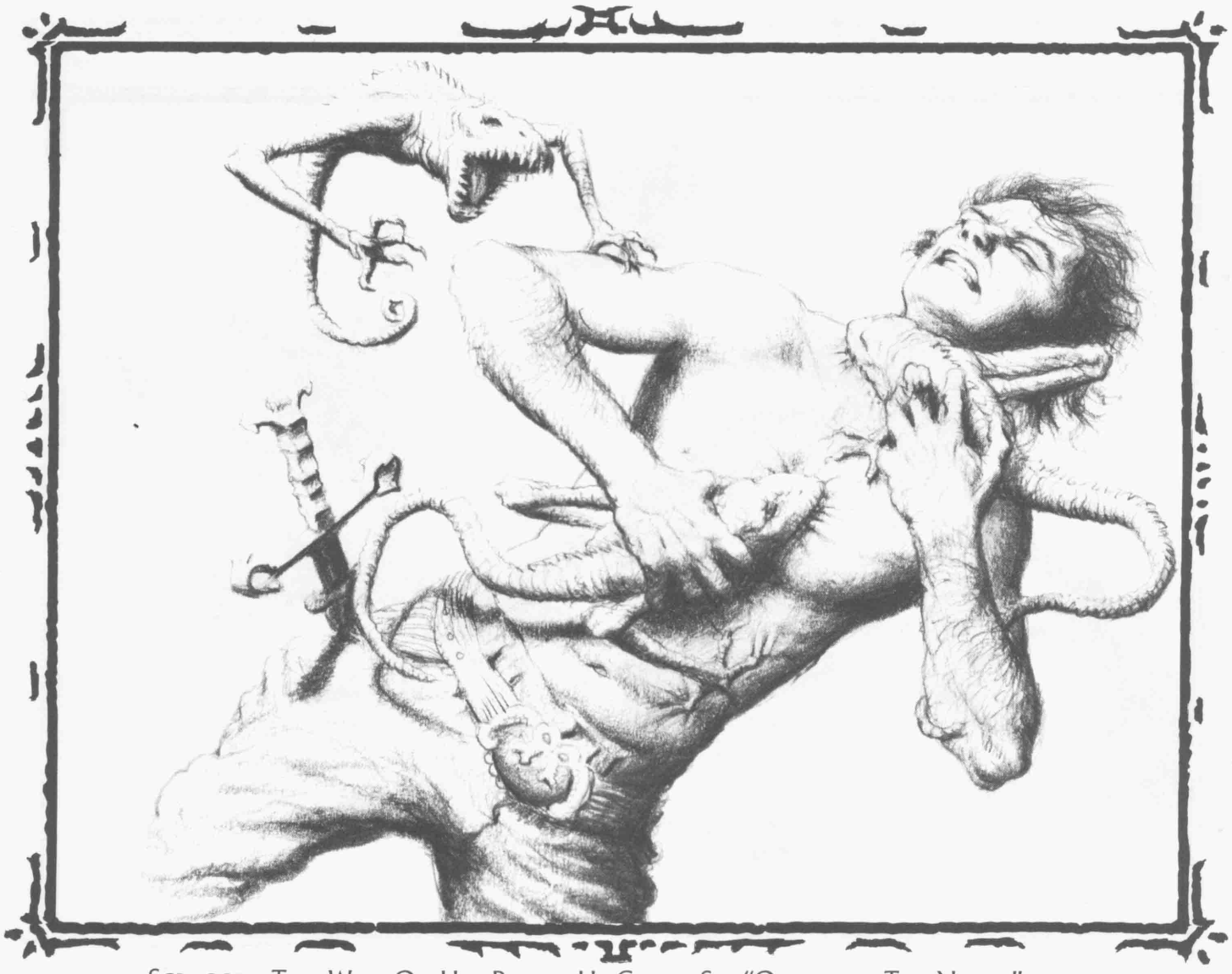
Pibber would rather run than fight, but if frightened, and backed into a corner, they begin "thisting." During this metamorphosis, the body of the creature crusts over with a thick skin excretion. At the same time, its normally retracted claws spring to life. In this state, the pibber's armor is to be treated as carapace. The transformation takes about 45 seconds. The creature usually sheds its crusty protective layering at the end of the day.

Scrade (wasto)

Reaction:	Dangerous	Skin:	Carapace
Advantage:	−2	Speed	2D6+3
Defense Size:	−1	Defense Success:	13
Attack Strength:	−1 (sherrids)	Attack Success:	13 (sherrids)

To Hit Body: +1, Arms: +5, Legs: +3, Head: +8

Scrade are insect-like creatures which either hang from trees, or bury themselves underground, waiting for an easy meal. Their hunched bodies are muadra sized. Their razor-sharp arms are called sherrids. They slash out at their prey, attacking in a wild frenzy. On non-defense advantage rolls, scrade jump around wildly, often backing away from their opponents. Treat this as an evade, but ignore indications that the scrade has fallen down.



SCRAGGER: THEY WERE ON HIM BEFORE HE COULD SAY "QUIVERING TRID-NODES"

Scragger

Reaction:	Manic	Skin:	No Armor
Advantage:	+5	Speed	3D6
Defense Size:	−2	Defense Success:	8
Attack Strength:	+1 (teeth)	Attack Success:	9 (mouth)
		To Hit: +2	

These "teeth on feet" prey upon anything they can sink their fangs and claws into. The scragger's huge mouth clamps onto its victim, taking massive bites. Scragger aren't a bit sluggish; they often chase their prey on two feet, leaping mouth-first when close enough.

Scragger often hide in trees, or cave ceilings. From there they need only drop onto their victims. Once a scragger has attached itself (one successful attack roll with armor penetration) it will inflict teeth damage to that location each round. Armor penetration need be rolled successfully only once. The difficulty in defending against scragger attack is their size. Once they're upon you, weapons such a swords are of little use. If the weapon used is other than a knife, subtract 6 from the injury roll.

The only race of creatures able to co-exist with scragger are croid. The croid's thick crudge armoring is a nuisance to itself and a feast to scragger. Often, several scragger will sit atop a single croid, biting off chunks of crudge from time to time. If a croid becomes hungry or irritated, he will simply pluck off scraggers and eat them.

SLEEPING SLUTCH

Slutch

Reaction:	Dangerous	Skin:	Carapace
Advantage:	−2	Speed	D6
Defense Size:	+1	Defense Success:	-
Attack Strength:	+0 (arms)	Attack Success:	11 (arms)
	To Hit Body: −3, Arms: +2, Head: +2		

The slutch is a carapaced creature with a soft-fleshy body. Slutch shells are treasured for their reflective properties. The underside of the slutch's arms contain hundreds of gas chambers which explode when contacting an enemy. Treat the attack as a bite.

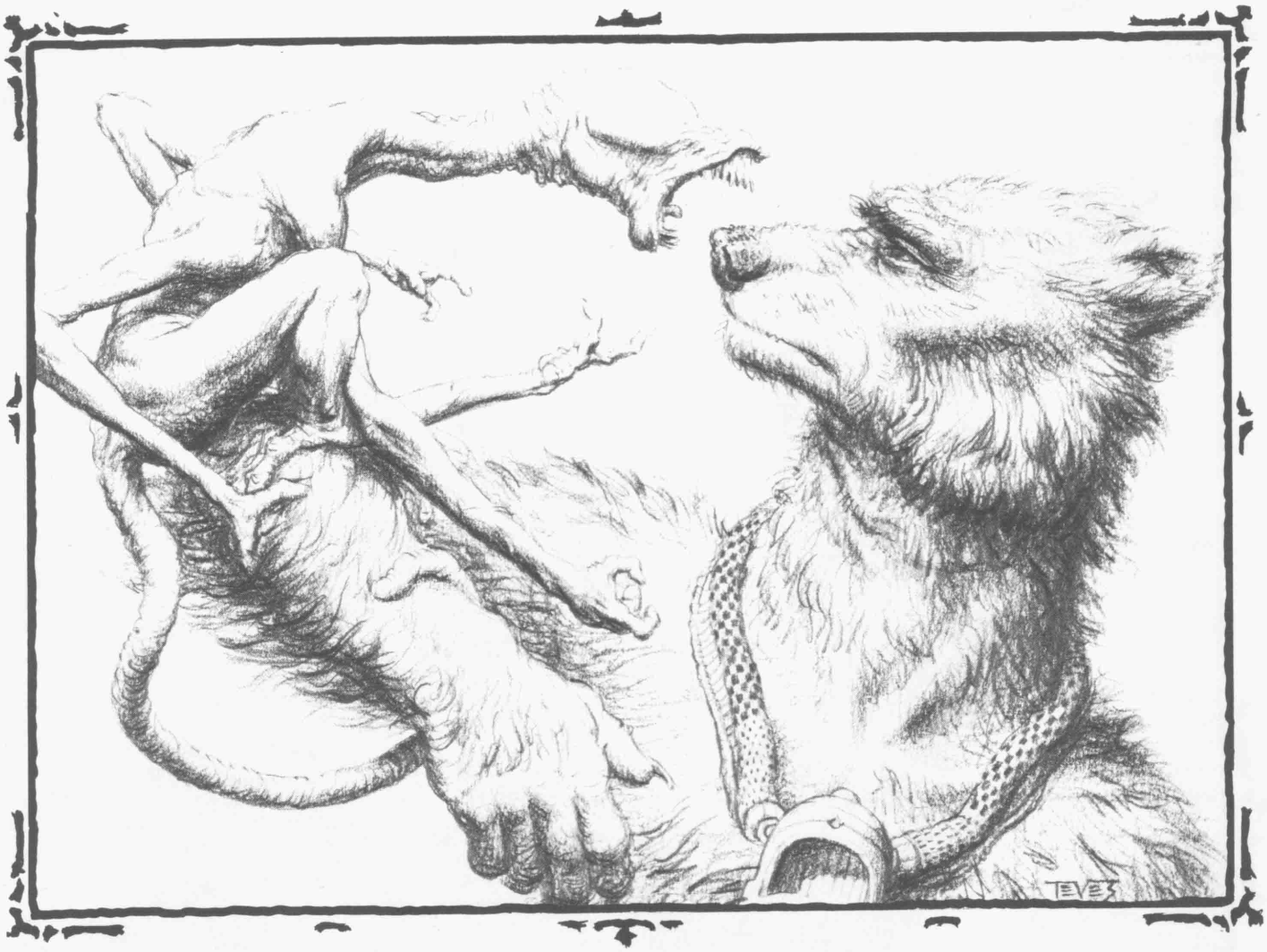
Talmaron

Reaction:	Apathetic	Skin:	No Armor
Advantage:	−2	Speed: (flying)	2D6+10
Defense Size:	+2	Speed: (ground)	2D6
		Defense Success:	16
Attack Strength:	+1 (teeth)	Attack Success:	17 (teeth)
Attack Strength:	+1 (claws)	Attack Success:	13 (claws)
	To Hit Body: −3, Wings: −2, Legs: +1, Head: +4		

The weight of these creatures is more than their wings alone could support. To get into the air they must latch onto a supporting Isho current. Once airborne, their wings provide them with enough thrust to glide. They can ride the breezes for hours.

Their cousins, the "duradon" are much larger and more aggressive. Talmaron are the domesticable form of the species. Captured in the wild or raised, they can be trained to take riders.

Talmaron and Rider Take to the Skies



Tarro

Reaction:	Obnoxious	Skin:	No Armor
Advantage:	+2	Speed	3D6
Defense Size:	−2	Defense Success:	13
Attack Strength:	−2 (claws)	Attack Success:	11 (claws)
Attack Strength:	−1 (teeth)	Attack Success:	11 (teeth)
Dyshas: Stiff on a 6 on a D6.		Isho:	D6x10

To Hit Body: +3, Arms: +7, Legs: +5, Head: +9

Tarro are omnivorous Jorune natives which live in the densely overgrown, heavily forested areas. These creatures react wildly to intruders, often scurrying about in a frenzy. Some tarro are capable of launching the stiff dysha.

When frightened, tarro are given to "screetching." The sound they make is so unpleasant, and usually lasts so long, that most creatures are forced to cover their ears or escape the noise. Trained tarro can be taught to screetch upon command.

The long arms of the tarro make it easier for the creature to grab and run away with small objects. Pilfering is their favorite past-time. Multiply their strength (2D6) by 2 to determine their carrying capability in pounds.

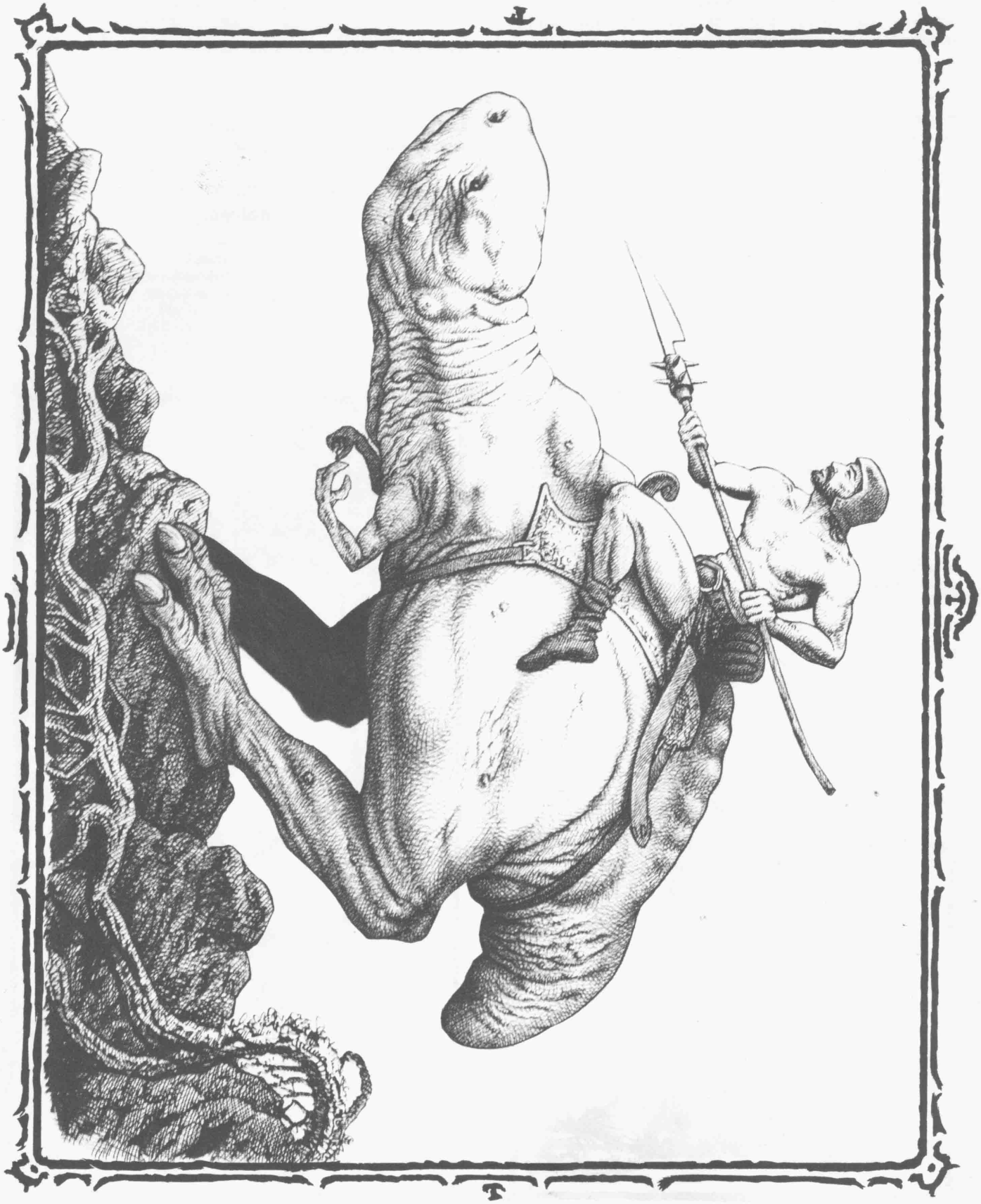
Thombo

Reaction:	Apathetic	Skin:	No Armor
Advantage:	−5	Speed	3D6+5
Defense Size:	+2	Defense Success:	17
Attack Strength:	+0	Attack Success:	15 (kick)

To Hit Body: −5, Legs: −3, Head: +1

Thombos are native to Jorune. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent tra-vision. These creatures are very shy when found in the wild; they will bolt away from danger at first sign. They do not recognize their own size and strength. Note that the injury roll due to a thombo kick can do severe damage.

Thombos have voracious appetites and need several hours a day to eat. They will often be found grazing.



THOMBO

Vintch

The vintch is a huge cabbage-like plant common to the deserts and grasslands of Jorune. This plant extends its large leaves during the day, closing them to form a sphere at night. Travelers often find shelter inside these benevolent plants; inside, they are perfectly safe. These plants do not block off air, nor will they close so tightly as to exert crushing force upon their occupants.

Vintch can be found in all terrains. They store water in their large leaves for long periods of time, thus surviving well in deserts. Almost as a universal code, creatures are rarely attacked emerging from vintch. It is considered too easy a kill.

The leaves of vintch are very thick, composed of stringy fibers. They are not easily cut and do not catch fire. It is difficult to leave the closed vintch during the middle of the night. In the morning, the leaves will open. Those hiding inside vintch at night cannot be detected, except by Tra-sense.

Vodra

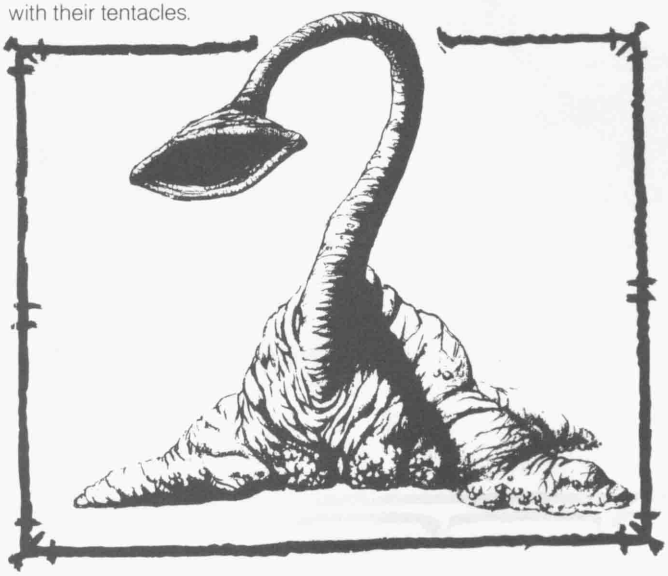
Reaction:	Manic	Skin:	Carapace
Advantage:	+0	Speed	3D6
Defense Size:	+1	Defense Success:	–
Attack Strength:	–1 (tentacles)	Attack Success:	14 (tentacles)
Attack Strength:	+3 (mouth)	Attack Success:	5 (mouth)
Isho:	2D6×10	Dysha Hit:	–3

Dyshas: Frost Bolt on a 4 through 6 on a D6.
To Hit Body: +0, Tentacles: +5

The vodra is a hovering Jorune native indigenous to the northern ice fields. During their annual migration south, vodra infestation becomes a problem. It is during the winter months of Crith that vodra can be seen in the skies. They prefer to fly low to the ground, usually about 4 meters high. Their flight is accomplished through an advanced form of "Isho glide," similar to the duradon's method of attaining lift. Deep within the body of the vodra are crystals from their northern homes. In the bodies of dead vodra can be found a random variety of crystals. (D6* quantity.)

The body of the vodra has four long tentacles which drape down over its bulbous body. With these appendages, the vodra grasps its prey, drawing it towards its beaked underside. Tentacles can either grab or snap. A successful grab attack means that the vodra has entwined a victim. Treat the damage of a snap attack as a knife injury.

Those vodra capable will use their frost bolt dysha when still in range, pursuing their wounded target until close enough to grab with their tentacles.



White Mandare

Reaction:	Manic	Skin:	Leather
Advantage:	+0	Speed	3D6
Defense Size:	+5	Defense Success:	-
To Hit at Range:	+2	Isho:	3D6x10

Dyshas: D6* dyshas chosen at random by the Sholari.
To Hit Body: –6, Neck: +4, Head: +7

These large arctic recluses dominate life in the cooler zones. Although carnivorous, they have no teeth. They rely upon their powerful array of dyshas to pulverize their prey. The tubular mouth of the white mandare swings from a long powerful neck, which grinds food to mulch. This creature's white body blends well with its surroundings in the northern ice fields.

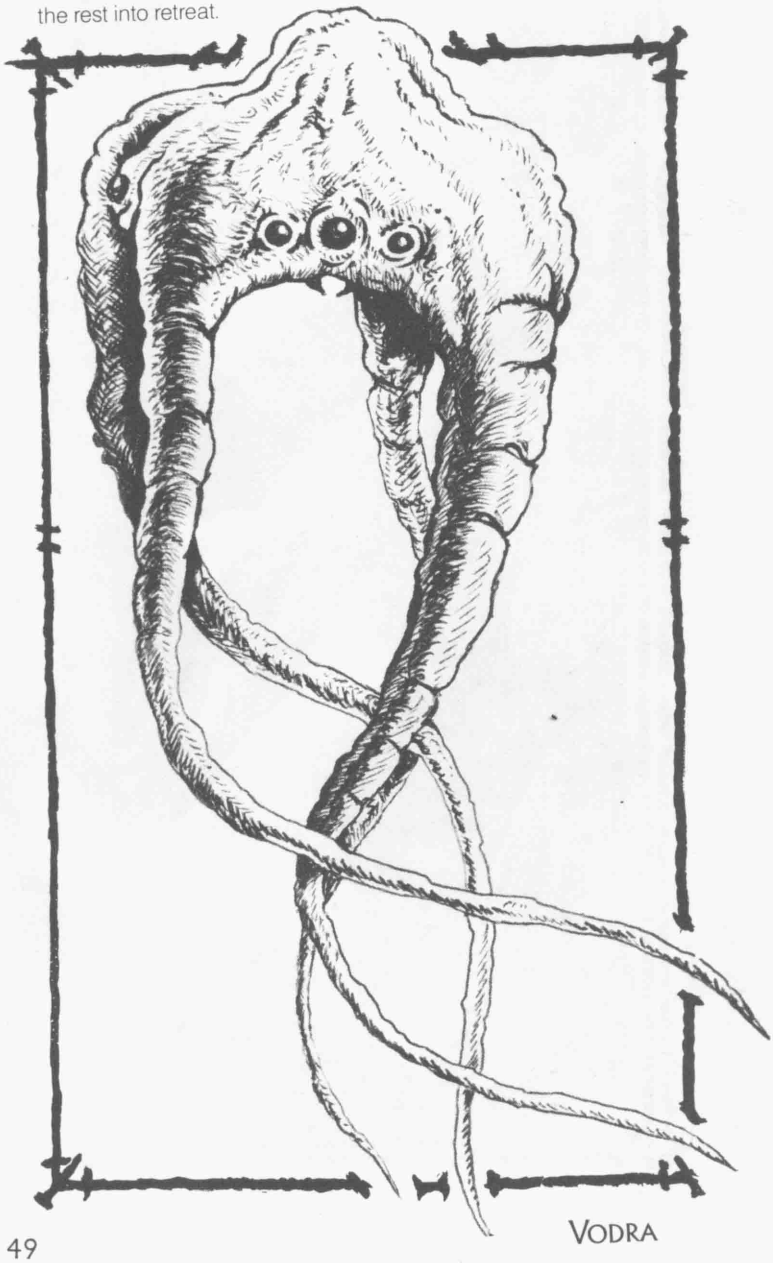
The white mandare viciously defends its territory. Shallow pits carved into the ice or tundra mark the perimeter of the white mandare's claim.

Wolves

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+2	Speed	2D6+5
Defense Size:	–1	Defense Success:	15
Attack Strength:	+0 (teeth)	Attack Success:	13 (teeth)

To Hit Body: +2, Legs: +3, Head: +4

Wolves usually travel in packs, and attack together. They are extremely vicious. Wounding a few of them badly will usually frighten the rest into retreat.



VODRA

CHAPTER 5
ITEMS

This is a list of commonly sought items. It's up to you whether or not the players will be allowed to browse these descriptions and prices. Initially, we suggest keeping the element of surprise; discovering new pieces of technology can be exciting. It is best that the Sholari always know more about Jorune than the players.

Availability of Items

Ultimately, it is your good judgement, and no table or dice computation that determines the availability of items. Buying and selling are encounters; imagine what the clep (store) they enter looks like, and be able to describe the setting. Most larger cleps have guards standing by their entrances. Are the guards corastin? Who owns the clep? What does the clep specialize in? Create as complete a mental picture as possible, and describe it to the players before getting down to any buying or selling. Cleps vary from dingy shacks infested with lirgin to clean, well maintained storefronts. Although there will rarely be trouble while in a clep, it is important to decide where the exits are ahead of time (you never know what players will do!).

For common goods, availability decisions will be simple. Rope, thombos, standard weapons, and food will usually be on hand. More exotic objects will rarely be found. Players will have to search before finding certain crystals and limilates. As a minimal procedure for you to follow, we suggest these limitations:

Common items:	Usually available in reasonable quantities. Use 2D6.
Uncommon items:	Sought item available on a roll of 4-6 on a D6. Usually, D6 of them.
Rare items:	Sought item available on a roll of 6 on a D6. Only 1 or 2 of them.
Very rare items:	Sought item available on a roll of 12 on 2D6. Only 1 of the item.
Controlled items:	Available only on the black market. Possession of such items is usually considered a crime, unless sanctioned by Ardoth.

As to the exact quantity of the items desired, come up with something reasonable. The rolls we list are approximate. If, for example, the players are along Burdoth's northern border, the chance that cleash capsules can be found would be slight. Cleash and their capsule technology are found more commonly in the regions bordering the East Trinnu Jungle Lands. On the other hand, the chance that ramian "chivs" could be bought on Burdoth's northern coast, in Lelligire for example, would be very high. If the players want huge quantities of something, make them wait for a few days while the clep owner either tries to create or secure more of it. Make sure players don't find exotic objects under their noses at every turn. It would be unlikely for players to find capsules being sold at a food store. The key is to use common sense.

Especially for important, or expensive items, create a personality for the NPC who will be dealing with the players. The success or failure of an important purchase should lie in the hands of the players.

Descriptions of Items

In describing items, and listing their costs and availabilities, we'll often use the following abbreviations:

Common	=	C
Uncommon	=	UC
Rare	=	R
Very Rare	=	VR
Controlled	=	X
Gemule	=	gu
Gemlink	=	gl
Gem	=	gm
Gemcluster	=	gc
Gemstar	=	gs

Weapons and Common items

For reference: these items are thoroughly described in chapter 5 of the Player Manual.

Armors

Leather: UC : 1 gl

Leather armor is made of large overlapping pads of cured and lacquered leather.

Mail: UC : 1 gm

Mail armor is similar to leather armor, but with many strips of somewhat flexible metal woven and linked into the pads. It can allow for the same freedom of movement that leather does. Mail armor is very expensive and requires regular maintenance.

Carapace

Certain Jorune creatures have natural carapace protection, like the shell of a turtle. Carapace armors are very difficult to penetrate, but once cracked, they are useless.

Locurian Grunder: VR : 1 gs

Locurian grunder provides a good defense against most forms of physical attack. In addition, it reduces the Isho of an orb or bolt attack by 10 points. Locurian grunder comes from the skin of the locure creature. Its small, overlapping platelets of armor are woven together tightly, but still retain excellent flexibility.

B.E.D.: X : 2 gs

B.E.D., or Bulk Energy Deflector armor was one of myriad Earth-tec supplies discovered during the last century. Originally intended as riot squad gear, BED is excellent at halting clubs and kicks (bludgeon-type attacks). Its properties are similarly good for protection against other forms of attack. BED can only be purchased through the Ardothian government, unless black market connections can be made.

Thailierian Armor: VR : 4 gs

This is the most prized of the Jorune armors. Made from the chest plate of the Dhar Corondon, this translucent material is superb at deflecting arrows, swords, clubs, you name it. Although a little heavier than most armors, thailierian offers greater protection than any other armor.

Fur Armor

Some creatures (like bronth), have fur so thick that it actually constitutes an armor. Although this isn't taken into account when armor penetration is rolled for, natural fur armoring reduces injury die rolls by 1 point.

Crudge

Crudge is the natural armoring of both the croid and the corastin. Despite its drawbacks concerning cold weather, it does offer defense against weaponry. This armor cannot be used as protection by other creatures. Crudge starts decaying as soon as the host creature dies. Subtract 1 point from the injury die roll for creatures protected by crudge.

Crystal Armoring: R : 2 gs

Isholess (clear) crystals can be sewn into clothing or armor for protection. For every 1 crystal used in the construction of the armor, 1 Isho point of incoming energy can be absorbed. The maximum achievable effect is the blockage of 50 Isho points. Unlike locurian grunder, a die roll must be made to determine whether or not the crystals were close enough to the orb or bolt impact to have any effect. The chance of success is equal to the number of crystals imbedded in the armor. Thus, a suit of crystalline armor with 37 Isholess crystals woven into it would have a 37% chance of stopping37Isho points of incoming energy (round down for the amount of Isho stopped, then recalculate the strength of the attack). For every Isho point stopped, 1 crystal will be destroyed. New crystals cannot simply be strapped on. Placement and binding of crystals to create the desired effect is a specialized art. Each blow that a person takes destroys crystals; the number destroyed is equal to the Advantage penalty of the wound.

Suits of armor

The above descriptions assume suits of armor. For individual armor parts, reduce the price. A helmet costs approximately 1/10th that of a suit, as do gauntlets and grieves. A chest plate costs half the suit cost. A suit covers the arms, legs, and the body. Suits of armor do not protect the head. Gauntlets protect the arms, and grives protect the calves.

Items of Transportation

Bochigon: R : 1 gc

Bochigon are huge beasts of burden capable of packing tremendous payloads.

Even larger than thombos, these creatures can carry creatures the size of bronth, and equivalent of four thombo payloads. Although not as sure footed as thombos, bochigon are more attentive to the surface beneath them, avoiding weak structures and other pitfalls (like losht-pods).

They seem to possess only a rudimentary intelligence. Training these mammoths to obey the orders of their riders requires years of patience. Even then, bochigon will choose their own paths through bushes, or cross rivers at points of their own choosing. Strong-willed individuals may have trouble adjusting to the bochigon's way of doing things. Cooperation is the key to success when dealing with these creatures. Feeding them their favorite food, "kayedi," usually coaxes them into cooperating.

Bochigon have excellent instincts about their surroundings. They can often detect ambushes and traps. Speculation has it that these skills are based upon a rudimentary Tra-sense.

Bochigon are fearless. In combat situations they react calmly, and have even been known to attack with their powerful front legs.

These mammoths are capable of covering the same distance, in a stretch, as a thombo. Although they travel a little slower, they can be ridden for as many as 14 hours a day. Unlike thombos, bochigon occasionally need to temporarily settle down. For every month of travel, bochigon require at least a solid week of rest. Without it, they become cranky and less responsive. A common phrase on Jorune is "Rest that bochigon before he kills you."

Horses: VR : 5 gc

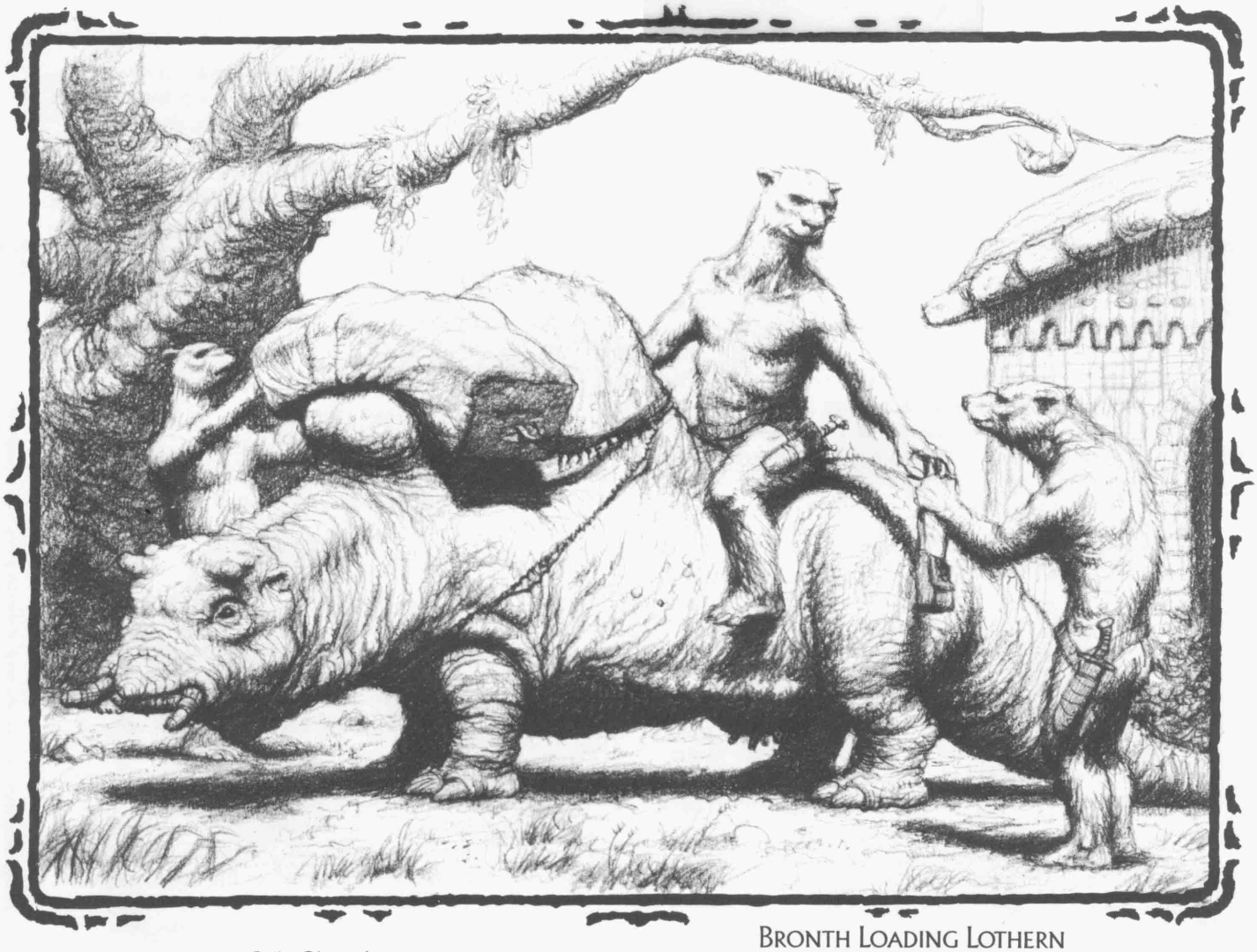
Horses are the mounts of the rich. They are always named, unlike other common mounts.

Although not as durable as thombos, horses provide a safe platform for combat. Horses can travel about 50 kilometers (33 miles) a day. During much of this time they must be walked. These distances assume a travel rate of about 8 kilometers (4 miles) an hour, for 6 or 7 hours a day.

Horses have not fared well on Jorune. Slight modifications in their genetics prevent them from producing many fertile offspring. In the wild, their inability to compete with native Jorune life restricts their numbers. It is only through the effort of humans that they survive to this day and age. Their extraordinarily high price reflects their rarity. Even finding horses to buy is difficult.

Lothern: R : 1 gc

Lothern are huge creatures, almost the size of bochigon. They are the heaviest pack animals on Jorune. Their bodies are built low to the ground. Lothern can travel up to 40 kilometers a day. These creatures express little preference for their riders. They'll eat almost anything put in front of them (a concern when it's not feeding time). These creatures are too slow to be of help in combat. Fighting from atop a lothern is like fighting from a fence (+5 to advantage for the extra height, but -5 to advantage for the awkward seating).



BRONTH LOADING LOTHERN

Salu Chausis

Built by salu, the Chausis is the fastest Jorune ship. A typical Chausis speed is better than one hundred miles a day. To buy a Chausis is a considerable investment; ships are "hired," or creatures ride as passengers.

Talmaron: R : 2 gc

Talmarons are large, winged Jorune natives which are capable of carrying passengers (up to boccord-size) in flight. These creatures can travel up to 60 kilometers a day (about 37 miles per day). This assumes a rate of about 10 kilometers per hour for 6 hours a day. Substantial training is essential before they can be flown safely.

Although rare and expensive, talmarons are the only means by which normally impassible regions can be crossed.

Thombo: UN : 5 gl

Thombos are riding creatures native to Jorune. Although they must be dismounted in combat situations, these creatures are sure footed, can carry heavy payloads, travel reasonably fast, and can survive in almost any climate. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent tra-vision. Passengers ride a full 7' above the ground, and have an elevated view of their surroundings. The thombo's main limitation is its skittishness. Thombos are creatures of strong instinct. They will bolt away from danger at first sign. They are a dangerous hindrance in combat situations. Those who remain on a startled thombo will be thrown off if they fail to roll lower than their Strength on 3D6.

Although not elegant, thombos are cheap and willing. They can even be eaten. Unlike horses, thombos are considered too common to deserve names.

Thombos can be tethered to portable thombo stakes. Hooks from a face-ring are tied to wooden stakes driven into the ground.

Traveling by thombo, characters can cover up to 60 kilometers in a day (about 37 miles). This assumes a travel rate of about 6 or 7 kilometers (4 or 5 miles) per hour for up to 9 hours a day. Keep in mind that thombos have voracious appetites and need several hours a day to eat. Stabled in a town or city, thombos cost 10 gemules a week to feed.

Limilates

A limilate is any substance that affects mental state or health. Limilates are drugs and medications. They come in a variety of forms.

Shirm-eh: UN : 2 gl

Without the shirm-eh limilate, ramian heal very slowly. Although plentiful in Burdoth and the East Trinnu Jungle Lands, it is uncommon in the ramian's home realm of Voligire. Shirm-eh has no effect on other creatures, although thriddle enjoy chewing it.

Arrigish: UN : 1 gl

Ingestion of this limilate speeds the healing process of Earth descended creatures. It is taken from the "shree" root. A single portion is enough for one week. If arrigish is eaten over a one week period, 2 additional points of Stamina will heal from all wounds. If uninjured, arrigish will have no effect on those who ingest it.

Rimeen: VR : 6 gl

Rimeen is an herbal limilate which cripples a creature's Color rating. Subtract 20 from the Color rating of creature's that have ingested rimeen. The effect of rimeen lasts for one day.

Ambreh: C : 1 gl

The ingestion of ambreh improves a creature's memory. Add 3 points to a character's Learn if ambreh is being taken every day. Apply this bonus only when rolling for *learning languages* and *skills* which depend mainly upon memory. Those who must remember complex instructions commonly depend upon ambreh to help them.

Thon: R : 2 gl

An ingestion of thon increases a creature's strength by 5 points. Thus, a human with Strength 13 (Size Modifier of +0) would be increased to a strength of 18 (a Strength this high earns a Size Modifier of +1). The effect lasts for 3 hours. At the end of this time, the creature will experience painful withdrawal (Stamina, Strength, and Agility will all be cut to ½). Constant use will lead to addiction, and addiction, to death.

Giggit: R : 2 gm

Although the listed price of this limilate is only 2 gems, thriddle will gladly pay more for it. The gases released by the skewered giggit are pleasing to thriddle, but intolerable to other races. Thriddle expeditions in the East Trinnu Jungle Lands (where giggit can be found) were more common two decades ago, before the cleash infestation began.

Scedri Cloth: UN : 2 gl

Scedri cloth are tunics soaked in the arrigish limilate. Wearing such a tunic will speed healing just as arrigish does. Fresh scedri cloths are usually prepared before battles.

Mathin: R : 2 gm

The noxious mathin aroma is created by blount. They are the only race impervious to the terrible smell of this limilate. Other creatures will run from mathin. The odor stays with anything it comes in contact with. Those victims who spend a great deal of time scrubbing will finally rid themselves of the odor in about a week. Affected objects will never smell sweet again. To determine whether or not a character is able to withstand the stench, roll 3D6. If the roll is less than or equal to the character's *lowest* characteristic, then, for a few seconds at least, the urge to run is suppressed. A single use of mathin is enough to fill a 20 by 20 meter area in a few minutes. Those who buy mathin either intend to deploy it or launch it at adversaries. Gas masks provide some protection against mathin.

Daij: R : 2 gm

The ingestion of daij meat heightens Tra-sense; even those normally blind to the ebb and flow of Isho will be able to see its form. Dysha usages are easily detected by daij meat eaters; they can see the ripples that the dysha puts into the surrounding Isho. A single portion lasts for six hours. The daij is an ocean-dwelling enervor which preys on living Isho. Only the Isholess ramian are able to fish safely for daij. They trade their daij catch (useless to them) for the shirm-eh limilate which they so desperately need.

Hilc: UN : 50 gu

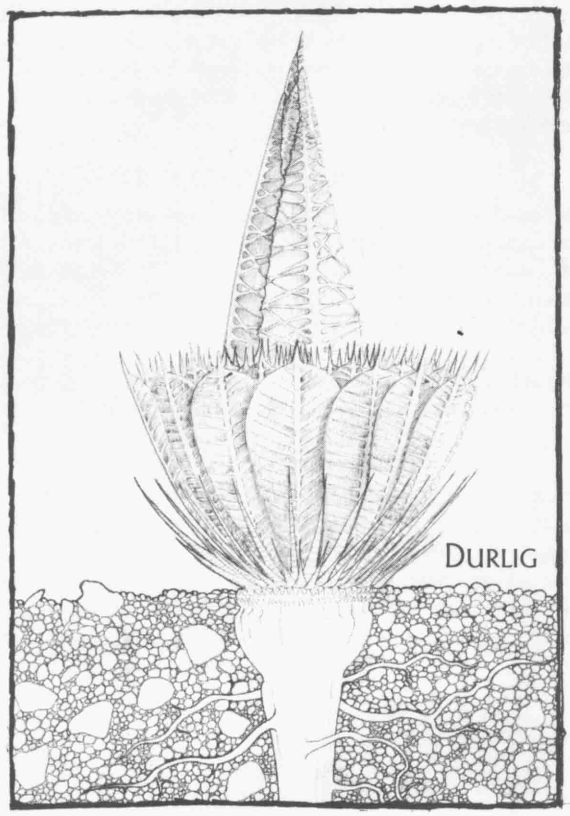
When eaten with native Jorune plants and animal meats, hilc makes it possible for humans (and their related species) to digest difficult foods. A single portion is enough to spread out over a week's supply of food.

Doul: VR : 1 gm

Doul is an extract taken from the doulsin herb indigenous to the East Trinnu Jungle Lands. The ingestion of doul temporarily adds 10 points to a creature's Color rating. This is useful for increasing Isho sensitivity, speeding a caji's Isho absorption, and making it possible for creatures of low Color rating to use crystals. The effect lasts for 4 hours. After the doul wears off, a powerful hangover is common.

Keether: VR : 15 gl

This herb inhibits the body's ability to hold onto Isho. Although disastrous to caji, ingestion of keether makes it possible for creatures to hunt daij, and to blend into the Isho background, making themselves almost totally invisible to those who rely totally on Tra-sense for sight. The duration of the effect is one hour.



Crystals

Beneath the crust of the planet, vast stratum of crystal grow. There are many different forms of crystal, and each is responsive to a different form of Isho. Crystals are activated by users mentally. This requires a Color rating of 9 or higher. This takes 2 seconds, and requires that the crystal be in the palm of the user's hand. Each crystal can be drained for 10 Isho points by caji if so desired. Larger crystals hold proportionately more Isho, but are very rare. The golf-ball sized crystal is the most common. Over a period of years, crystals slowly recharge themselves. Woven in a special manner into armor, crystals can help defend against dyshas.

Red Crystal: R : 2 gm

Once activated, red crystals glow brightly. Thrown in this state, they give off a single usage of lightning blast to their targets. This destroys the crystal, leaving only shards.

Amber Crystal: VR : 1 gc

Amber crystals are similar to red crystals, except that the damage they do is that of the crater dysha in the Du group. Thus, amber crystals need only hit the approximate location intended to inflict damage.

Yellow Crystal: R : 5 gm

These crystals throw off a powerful shock wave when they impact their targets, inflicting the damage of a power orb to all those nearby. For every 1 meter from the target sight, subtract 2 from the injury roll.

Green Crystal: R : 1 gm

Green crystals have no "activated" mode, they require no minimum Color ranking to use. The continuous contact of a green crystal with an injured person's body heals one Stamina point of each wounds, each day. A green crystal has enough energy for 5 such days of healing.

Brown Crystal: R : 3 gm

These crystals provide their users with a temporary shield like the shield dysha in the Gobey group. The crystal must be activated to be used, and must be held in one outstretched hand, in front of the body. Subtract 6 from any injury roll that would have been sustained had it not been for the shield. To activate the shield in time, those who use brown crystals must have an Advantage roll at least as high as their opponent's Advantage, minus 5.

Blue Crystal: VR : 3 gm

In their natural form, blue crystals serve no useful function. If activated, they inflict 5 Stamina points damage to a character. Simply touching a blue crystal is not enough, one must actually grasp it and make a conscious effort to activate it. Terms like "It hit me like a blue crystal" are in common usage. Even children know not to touch them. Blue crystals cannot be activated and then thrown. Once out of palm contact, they drop back to their lower state.

White Crystal: VR : Ishox2 gl

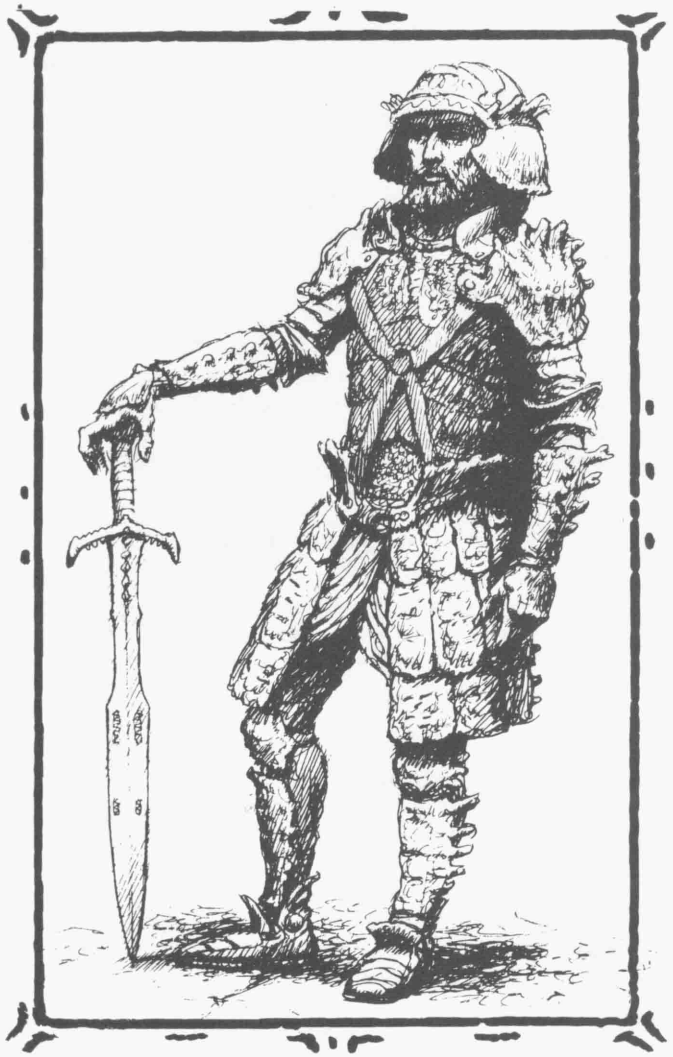
White crystals serve the same function as the deflector dysha listed in the Tra group. With 10 Isho points, they can deflect orbs and bolts of up to 20 Isho point construction. The crystal is activated, and then held onto in a combat situation. Unlike other crystals, white crystals are found in all sizes. The amount of Isho in a white crystal is 2D6x5. The crystal automatically puts out as much Isho as is needed to deflect the incoming attack. White crystals of Isho 50 and up have a different effect. They create warps. They are activated and thrown. The warp is created at the target sight.

Clear Crystal (Naull Crystal): R : 5 gl

Crystals which have expended their energy are commonly crafted into naull crystals. When Isholess, crystals turn clear. If sculpted correctly, the crystal will display a person's naull if placed in their palms. This requires 1 Isho point from the user. A moment's concentration is required.

Boc-rod: VR : 5 gc

A boc-rod is a large, natural crystal with dimensions that allow it to readily absorb Isho. Those who hold a boc-rod will never be struck by an orb or a bolt if their Advantage rolls are no lower than their opponent's Advantage, minus 5. The boc-rod will absorb the incoming attack, storing the Isho for later use. The stored Isho can be used at any time by a caji, but not by other creatures. If activated by non-caji, the boc-rod will expel Isho at the rate of 10 points a round, in the form of a lightning blast. Although not aimable, the boc-rod can be used like a club, inflicting lightning blast damage to whatever it strikes. Each blast drains 20 Isho points from the boc-rod. Caji can drain Isho from a boc-rod at the rate of 20 Isho points per round. Caji can release the boc-rod's lightning blast energy just as a human would. Holding a boc-rod so that it can be used defensively ties up one hand of the user.



Human Wearing a Suit of Thailierian Armor

Earth-Tec

The various Earth-tec devices listed here have all been recovered from underground caches discovered earlier this century. Vacuum packed and sealed in conditions of almost perfect stasis, the technology of 3500 years past is reborn on Jorune. New caches are still discovered from time to time.

Most of these devices require power cells or function cells to operate. Function cells are less powerful, but more plentiful. Power cells are required for objects such as energy weapons. Both these types of cells can be recharged by tec-gens, small fusion generators. Many of the items listed will have an (H) written to the left of their names. This indicates devices which require a *human* fingerprint before powering up. Only the palm or fingers of a living human satisfy this requirement. In the days of the earth colony, weapons were often set to "fingerprint release only," where they would function for only one person, thus securing a weapon from unauthorized use. Even if not in this mode, a fingerprint was still required. Even muadra and boccord are unable to activate such items. Their fingerprints have changed enough to make them unreadable.

The availabilities of these items assume that someone interested in purchasing them is looking in cleps that specifically stock Earth-tec supplies, limilates and crystals. These items will not be found elsewhere.

Function Cell: R : 2 gm

Function cells are the staple of most Earth-tec items. They suffice for devices which do not pull much power. Function cells are flat, circular disks of metal.

Power Cell: VR : 1 gc

These are the less common, more powerful energy sources. Power cells are used in all of the energy weapons. They are shaped like arced pie wedges, about an inch and a half long. When a device has drained a power cell, it pushes it to the exterior of the weapon where it can be easily removed and another inserted.

Breathers: VR : 5 gm

A breather is a device enabling air-breathing creatures to remain underwater for up to 12 hours at a time. Powered by a function cell, the breather fits into the mouth, and is fastened with a band that encircles the head. Once the user is submerged, it extracts oxygen from the surrounding water.

Comlinks: R : 2 gm

Comlinks were the colony's standard form of communication. Shaped much like a walkie-talkie, comlinks have a transmission radius of more than a thousand miles.

Gas Filter: R : 1 gm

This mask fits comfortably on a humans head, and provides a clean, filtered supply of air. Wearers of the mask will be protected against poisons and pollutants.

Glider: R : 1 gc

Gliders are devices which provide means for crossing gorges, jumping great distances, falling safely, etc. The device creates a flat energy field beneath its user which acts as a brace against the air, cause the user to glide. They are designed in the simple shape of an upside down "U." The device is activated by squeezing the hand grips. Gliders require a power cell for every 10 jumps or falls taken.

Force Wall: X : 3 gs

This device creates a powerful shield capable of deflecting 1000 points of damage. Dyshas will, of course, pass right through a force wall. Force walls require a power cell for 100 minutes of continuous operation. Each minute, they lose 10 points of their protective capability. Use the scheme employed with dysha shields to assess damage to a force wall (see: Gobey).

H Power Shield: X : 2 gs

This device is the portable equivalent of the force wall. These shields are small enough to be worn, typically on a belt. The energy of a single power cell will enable this device to operate at a 100 point protection level for 10 hours, dropping 10 points each hour. The scheme used to assess damage to a power shield is the same as that described in the dysha shields section (see: Gobey).

H Throw Explodes: X : 2 gs

These Earth-tec hand-grenades inflict terrible concussive damage without the expulsion of shrapnel. Throw explodes can be re-used over and over again. Treat the damage they do as that of a field ram, subtracting 2 points from the injury roll for every 1 meter a victim is from the blast site. Each use of a throw explodes requires a fresh power cell.

Translator: VR : 2 gs

Computer devices which were programmed to communicate in Shanthic, Croid, Thriddle, and Ramian were constructed soon after the colony reached Jorune. Communications are translated into pure English, which is slightly dissimilar to Entren. For this reason, translation will seem slightly garbled. 95% comprehension is typical. A translator is powered by a function cell indefinitely.

Durlig-Planter

A durlig-planter injects the seeds of the durlig deep into the ground. A square mile of field can be seeded in little more than a week. Typically, such a task would require hundreds of people working long days to seed this much land. Only two durlig-planters have been discovered, as of 3484 P.C. Controlled by Ardoth, they are not for sale. Durlig planters have their own power units built in. They require no power cells.

Aerator: X : 4 gs

This Earth-tec device loosens the dirt around its sharp metal point, for the harvesting of plants, especially durlig. Typically, it takes 3 or 4 people a good day's work to dislodge a single durlig plant. With this device, two or three people can get the job done in just a few minutes.

Medical Kit

With this Earth-tec device, one additional point of healing can take place every other day, effective to all wounds. Medical kits rely upon a small trickle of electrical current which stimulates the body's healing mechanism. One function cell operates a medical kit for 100 usages.

Locator: R : 2 gm

Powered by a function cell, this wallet sized device keeps accurate records of where its user has traveled. A path traveled can be exactly retraced, or the device can be put into "absolute" mode (it will make no attempt to guide the user along a pre-set path, but instead indicates the direction and distance to a given site). One function cell will operate a locator indefinitely.

H

Power Torch: X : 1 gs

This is a high power laser torch capable of cutting through any material commonly encountered. The power torch is the only device powerful enough to engrave challisks, or open energy weapons without destroying them. This capability makes them precious to Ardoth. Their use is carefully monitored. A power torch can operate continuously for 3 hours on one power cell.

Receiver and Transmitter: VR : 2 gc

Useful for tracking, transmitters are the size of quarters. They give off impulses easily detected by receivers. The maximum range which may elapse between the transmission and reception is a few hundred miles. Both devices are powered by a single function cell indefinitely.

Sight Light: R : 5 gm

The light of these portable lanterns can be focused into a tight beam if desired. They give off luminescence equal to daylight over a small region, for periods up to an hour. In their dimmer mode of operation, they can provide flashlight-type light for 100 hours. Sight lights use function cells.

Sound Scope: R : 3 gm

Sound scopes amplify and clarify sounds. Whispers at 100 meters can be detected if the level of background noise is not too great. A sound scope is powered indefinitely by a function cell.

Tec-rope: R : 4 gm

This collapsible rope was created by Earth scientists to withstand the strain of great loads. It can safely support several thousand pounds, although it is only a quarter inch in diameter. Perhaps its greatest advantage is its collapsibility. Tec-rope can be easily stored or transported in a compact form. Single extended segments are 10 meters long. Several links can attach together.

Viewers: VR : 1 gc

Viewers provide their users with a highly detailed infrared/visible/ultra violet picture of their surroundings. The range of objects focused upon is automatically displayed in the device's field of view. Life forms will show up clearly in the infra-red mode. Great magnification is available in all modes (up to 300x). Viewers are shaped like flat, wide, binoculars. A single function cell will operate a set of viewers indefinitely.

H

Alert Pod: VR : 2 gc

The spherical base unit rests on the ground, and a small pod is suspended three to four meters above it. Once activated, the alert pod sounds an alarm if any creatures enters the area. The suspended pod thoroughly scans the area. The range of this device depends upon the surrounding terrain; the more barren, the greater its range. An alert pod requires a power cell for every 24 hours of operation.

H

Binders: VR : 5 gm

These strong, metallic cuffs bind the wrists securely. The key used to release the cuffs operates on magnetic principles. Yords in towns use binders on those apprehended for crimes.

Energy Weapons

The Earth-tec energy weapons found earlier in this century require the fingerprints of a human hand to be activated. They all use power cells. The technology of Earth at the time of the colony was great enough to create weapons many times the power of the few listed here. A good rifle would do about as much damage as the injury listing we have for a blaster. The concept was to make weapons that were reliable, relied upon a common source of power, and could take out a man sized target with a single shot. All weapons listed are all portable, and come in pistol and rifle versions. Add 4 to the injury roll done by rifles. Unless otherwise noted, energy weapons can fire one shot a second, two shots in a combat round. If two shots are fired in a round, only one target may be specified. If the first shot hits, the second shot will be -5 to hit. Otherwise, roll normally for the second shot. Only a single power cell fits into an energy weapon.

Pistols

Blaster: X : 2 gs

The blaster is the most powerful energy weapon. It ejects a shot of metallic plasma at high speed, employing a mass-driver to accelerate the slug. It requires one power cell for every 5 shots, and one bolt of slab-ammo for every 100 shots. Slab-ammo is a rare commodity, as Ardoth does not, as yet, have the capability of producing more of these 4 inch metal rods. Subtract 1 from the wound roll if the defender of a blaster shot is wearing armor.

Slab-ammo: VR : 3 gm

Slab-ammo is ammunition for a blaster. These 4 inch long metal rods are heated to a plasma state inside the weapon. One slab will provide the metal for 100 blaster shots. Rifles will use up slab-ammo at twice this rate.

Field Ram: X : 1 gs

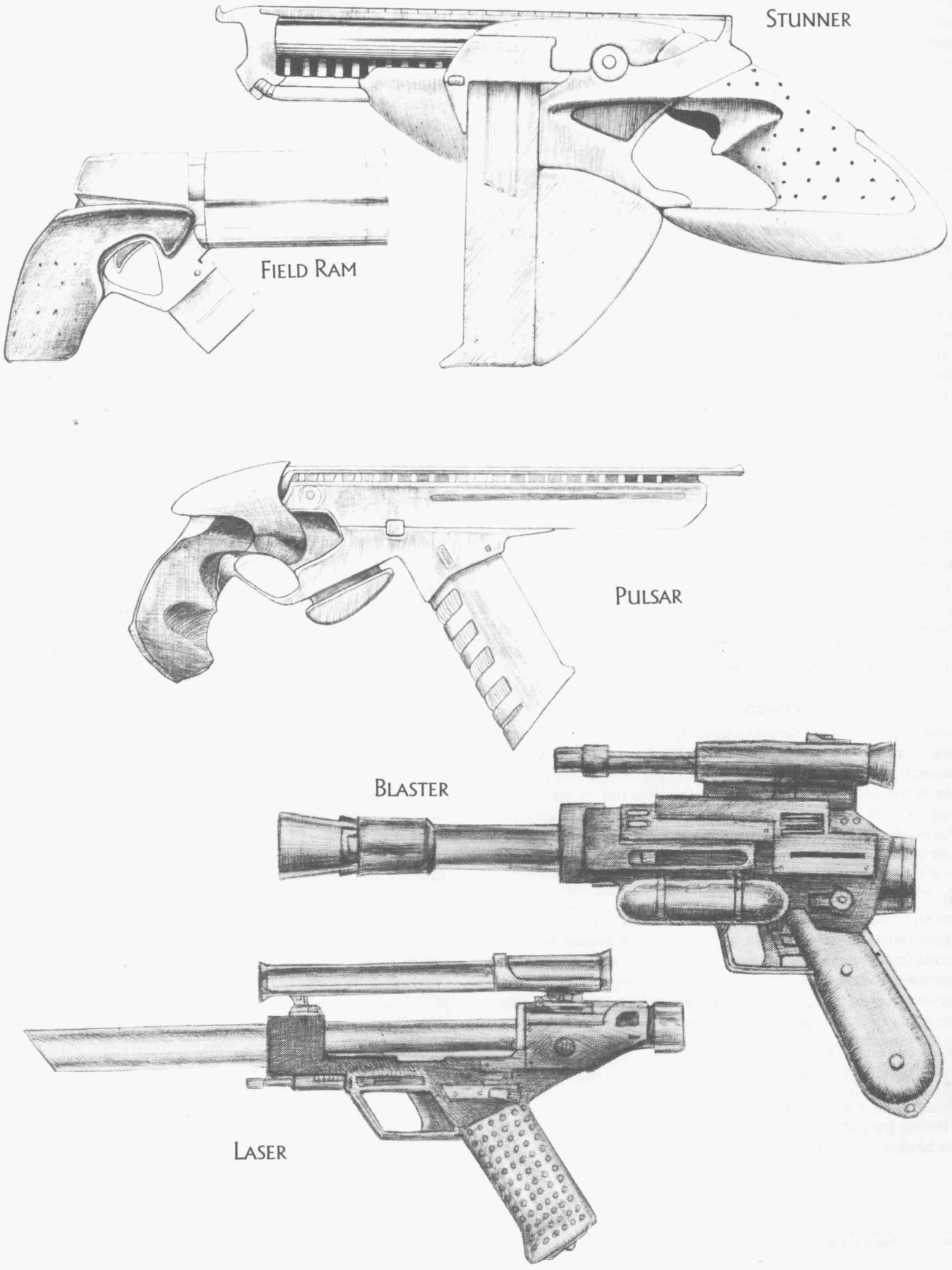
The damage done by a field ram is bludgeon-like. The weapon projects a force field-like beam at its target, imparting it with a powerful knock. Although death from a field ram is rare, people are often knocked out from its force (this is taken into account by treating the damage of a field ram as bludgeon type). Field rams can put out 10 shots from a single power cell. If desired, double-powered shots can be fired. Add 1 to the injury roll if this weapon option is selected. Subtract 1 from the wound roll if the defender of a field ram is wearing armor.

Laser: X : 15 gc

Lasers used by colony security forces were of the single shot as opposed to the continuous beam variety. Lasers do heat damage to their targets. One power cell provides energy for 20 shots from a laser. Subtract 1 from the wound roll if the defender of a laser is wearing armor.

Pulsar: X : 15 gc

Pulsars are rapid-fire field rams, capable of getting off 3 shots a second, or 6 shots a round. Treat each shot like a field ram shot, but subtract 2 from the injury roll. If a strafing action is used, several targets may be selected, but when moving from target to target, one shot is automatically wasted. One power cell is good for 30 shots from a pulsar.


STUNNER
FIELD RAM
PULSAR
BLASTER
LASER

Stunner: X : 1 gs

Stunners fire a beam of energy which overloads the nervous system of a creature, often causing unconsciousness. The effect is not similar to falling asleep, it is painful. The injury inflicted by a successful stunner shot is a superficial wound and 10 Stamina points lost. A single power cell is good for 5 shots of this weapon.

Scope: VR : 5 gc

Scopes attach to any energy weapon, both pistols and rifles. Aiming with a scope requires a minimum of 1 round lead time, where the target starts to get lined up. Then, for each round, up to 3 rounds, the scope user receives a bonus of 6 points on the roll to hit.

Power Clip: X : 1 gs

A power clip holds 10 power cells in a convenient pack which attaches within the grip of most energy weapons.

Rifles

Add 1 gemstar to the price of a pistol to get the price of the rifle equivalent of the weapon.

Cleash Capsules

Of a mysterious cleash construction, these capsules have a variety of forms and uses. Below are descriptions of the most common capsule forms. Capsules are the size of tangerines; treat them as rocks when rolling to see if they hit their targets. Capsules must strike their targets hard enough to break open. Players must roll lower than or equal to their character's Strength characteristic for this to happen.

Fire Capsules: R : 15 gl

Treat the damage done by these capsules as cast energy

Cold Capsules: R : 8 gl

Use the cast energy column for cold capsules, but subtract 2 from the die roll (See croid description for other damage).

Smoke: R : 2 gl

Cleash smoke capsules create a huge cloud of black smoke in a matter of seconds. The cloud is typically 5 meters in diameter, and rises 3 or four meters off the ground. Smoke clouds will disperse after a few minutes. The fumes are non-toxic.

Repel: R : 3 gl

These capsules create an odor offensive to most creatures. The Sholari will add 2 points to a response roll if a repel capsule is used.

Blinder: R : 4 gl

Blinder capsules give off a gas which burns the eyes and mucous membranes. It is similar to tear gas. Characters hit by a blinder capsule must roll lower than or equal to their Agility characteristic, or will be blinded for 5 minutes.

Flare: UN : 1 gl

Flare capsules give off light that lasts for about an hour. They glow as bright as a small campfire. Flares do not burn, and cannot be used as weapons.

Knock-Out: R : 15 gl

Knock-out capsules give off a gas which will inflict 10 Stamina points of damage to any oxygen-breathing creature. Players must roll lower than or equal to their agility to avoid breathing in the gas.

TJ: VR : 2 gm

Throw-Explode-Juniors are cleash capsules named (by humans) after the Earth-tec throw explodes grenade. Treat the injury done by a T.J. as you would a power orb, but add 2 to the die roll.

Tangler: VR : 2 gm

Tanglers throw off sticky, fibrous strands that dry quickly, binding their victim's arms or legs. Players must roll less than or equal to their Strength (apply Size modifier bonus tripled[8] in order to break free of the strands. They will decay naturally within a few hours. Whatever body part is hit will be immobilized by the tangler.

Shanthic Technology

The shanthic technology differs totally from that of humans. Employing ambient Isho as a source of power, shanthas have at their disposal a vast array of useful channeling tools.

Sarceens: VR : 2 gc

Sarceens hold information as sculpted Isho. The message can take the form of languages, directions, knowledge of a skill, etc. By holding onto a sarceen and concentrating, a person receives the information that the device has to offer. Be careful with sarceens; they are more powerful than they appear.

Cle-eshta: VR : 5 gc

Cle-eshta are small pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Trasense. With cle-eshtas, skilled shanthas can pick up information about Isho weather from all over their planet. It is with cle-eshtas that shanthas are able to detect energy use. Ripples in the Isho can be pinpointed. This is how shanthas were able to seek out humans who used technology after the destruction of the Earth colony. Cle-eshtas also act as Isho magnifiers. Highly skilled shanthas have great sources of power at their disposal. Cle-eshtas are too heavy for all but corastin and croid to carry.

Shanthic Blades: VR : 7 gm (base price)

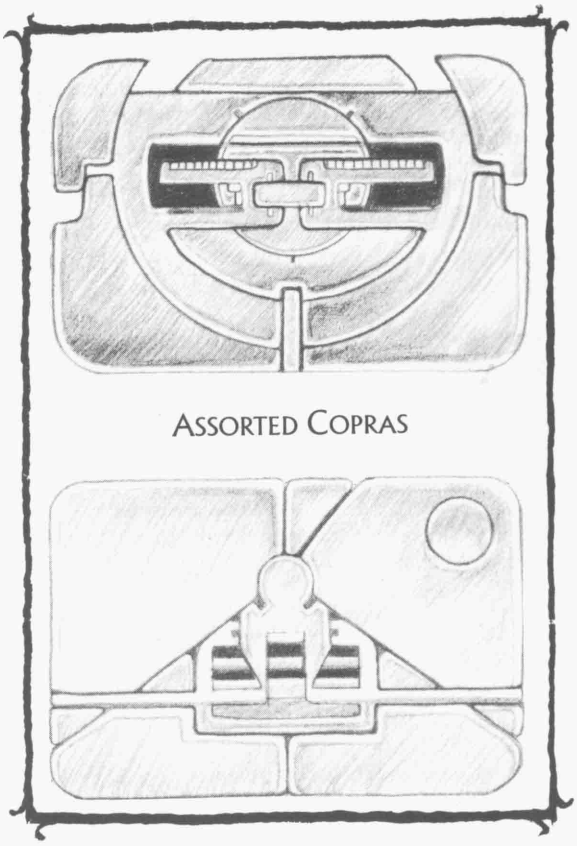
Shanthic blades are crafted out of the thailiers of the Dhar Corondon. Their sharpness defies even the best metallurgy. To take this into account, add to the die roll for armor penetration and the injury die roll. A one point addition is the most common. For better made blades, add more. A +4 bonus is about the best a shanthic blade can provide. The light weight of these weapons provides their users with a -2 bonus to hit. Only swords and two handed swords are made into shanthic blades. Most are boccord sized (shanthas are pretty tall), although some human and muadra sized blades can be found. The price listed for a shanthic blade assumes the standard +1 bonus. For better blades, the price will be higher. Here is a list of the prices for each of the different blades:

Injure Bonus	Price
+1	7 gc
+2	15 gc
+3	3 gc
+4	5 gc

Items of Various Cultures

Blosh: A symbol of defiance (especially of woffen) worn by crugar.
Brynk hardwood: A hardwood found in the Drail region.
Challisk: The metal plate carried by tauther to record copras. Challisks are actual pieces of the Earth colony ships. Before the re-birth of Earth-tec, copras were painted onto challisks. Now, power torches are used to engrave them.
Cleash eggs: Beautiful, crystalline spheres created when unhatched cleash eggs are heated over a low flame. Used by cleash as currency, they have a high value in the Ardothian bazaars.
Copra: (1) A person's mark or signature. (2) A muadra who has mastered dysha creation, and has specialized in a single color group.
Dichandra stones: The musical instruments made of the hard calcium wrists of the swamp-dwelling dichandra. These are the favorite instruments of thivin. They sound like flutes. Dichandra stones can be purchased for 3 gl.
Giddyne: The small token used to gain entrance to the Mountain Crown of Tan-Iricid, thriddle strong-hold. Giddyne are easily purchased on the streets of Tan-Sor, the neighboring town. They cost 10 gl.
Giggit pipe: Thriddle pipes made of the brynk hardwood. Giggit are skewered in the bowl, and the vapors released are inhaled.
Jampers: Musician instruments made from corondon skin. They have the sound of both drum and tambourine. Jampers are fairly rare, as are corondon.
Rinis: A badge worn only by Burdothians of elite military training.
Tenter shines: Musical horns made of the brynk hardwood.
Whosins: String instruments, similar to the violin. One of the thivin's favorites.

GIDDYNE



ASSORTED COPRAS

THE DRENN WALL

Creature Parts

Canther: The hump behind the cleash head. The canther gives off sparks and a musk, both are used in controlling scarmis.
Chivs: The tusks of chiveer ramian. Chivs peel away from a ramian's face at the end of chiveer.
Dichandra stones: Musical instruments (See: Cultural Items).
Sherrids: Scrade arms. They are hung as wall ornaments.
Thailiers: The long nails of corondon. These are the stuff from which shanthic blades are made.
Trid nodes: The odor sensing organ on thriddle, located towards the rear of the creature.
Tristy: Thriddle eyes.

Food

Coditch: A corn-like plant eaten by thriddle. Farmed heavily in the town of Cosahmi.
Creshi: Dangerous salt water fish. Although individually not too treacherous, they often swim in schools of thousands. They have been known to attack small ships.
Durlig: A bad tasting creation of the Earth colony; a nutritious plant which grows deep in the Jorune soil. Durlig tops rot soon picking. Most of the plant remains underground. It commonly takes a small group of people an afternoon's work to dislodge a single durlig plant. A full size durlig weighs about 85 pounds and is over seven feet long.
Gerrig: A wild strain of durlig, even less palatable. Its rubbery tops are often chewed like gum for the vitamins they contain.
Kayedi: A flower, tasty to bochigon. Those with any experience of the bochigon's stubborn nature are sure to carry kayedi with them at all times.
Mallmis: The gooey remains in the bottom of rusper barrels. Bronth sometimes go on mallmis binges.
Rusper: The most common human drink. Similar to ale, rusper is served at illidges all over Burdoth. Scolian rusper is a fine drink, available only at very high class establishments.
Spirrics: Second and third stage giggits. Spirrics are trapped and eaten by cleash. The traps are usually big pits, with boiling water and glittering metal nearby.
Stomeh: A favorite woffen drink; those ruined by stomeh are the "authew," the wretched ones.
Whall: Another woffen drink. Whall is beer-like.

Titles

Chell: Mayor
Dhar: Prefix: Large, powerful.
Dharsage: "Most powerful ruler."
Drenn: Citizen of Burdoth.
Drennit: An honorary Drenn.
Fadri: Thriddle teachers.
Hishtins: Boccord with Color ratings so high that they can safely interfere with all attacks.
Kesht: "Special citizen." The highest level of status in Burdothian society.
Keshtia: The feminine form of Kesht.
Kim: A council
Kimmit: A smaller version of a Kim.
Klade: A communal-child rearing group.
Lystra: One who governs several towns.
Shissic: One executed as an enemy of Burdoth. This word is only used by real Burdothian patriots.
Tauch-kie: A crugar leader.
Yord: A guard
Yordeh: Lawyer
Yordigs: Laws

Services

Beasters: Those who capture creatures, like talmarons, tarro, corondon, etc.
Caji Houser: A person who runs an establishment especially friendly to caji. Some caji houses even have small kerning bays.
Cletch: Taxation, usually collected by Drenn.
Condrij: A fighter, a soldier
Daijic: A person stationed in a town or city who employs sculpted clear crystals or daij meat to detect dysha use.
Fadri: Thriddle teachers of languages, cultures, etiquettes, etc.
Hishtin training: Dysha training under the guidance of hishtins.
Querrid: A person, hired by thriddle, who gathers information. Querrid are viewed favorably by thriddle, but are looked upon as shiftless in human society.
Sholari: A shanthic priest. Ca-Tra can be found in large cities; they will provide minor services in trade for shanthic items.

Places

These descriptions are the same as the players receive in the Tauther Guide. . .With some added insight for the Sholari.

Burdoth and Other Realms

The descriptions of Burdoth and the surrounding countryside will help you in your travels. The descriptions of distant lands are provided as a source of cultural understanding. There are many omissions, none of which will prove crucial to you in your journeys. The map of Burdoth is for travel. The map of Jorune will give perspective.

The large map will be useful for travel over great distances. To get an idea of scale, the width of Burdoth on the large map is 320 kilometers (200 miles). Only the largest mountain peaks are shown. Mountainous terrain exists in many regions.

Burdoth's control extends into her sister realm of Khodre, located far to the west. Saress Khodre rules there. She is sister to Khodre Dhardrenn. Burdoth's Dharsage ruler. Although Burdoth is on friendly terms with Khodre, both north and south, each realm has its own vital interests. Burdoth's borders have remained basically intact since 3445, the end of the Energy Weapons War.

Ardoth: Burdoth's capital, Ardoth, is located just inland of the Sychill Bay. The city has a population of approximately a quarter million. Ardoth is heavily human, but nearly all races have some contingent here. Within Ardoth's citadel, Cryshell, lies the Dharsage Palace and the Ruling Council. You now stand in the Hall of Drenn. This citadel is open to Drenn and Kesht only. Visitors like yourself are escorted through Cryshell to see its fine collections of art.

Characters who enter the citadel will be stopped by the yords. If they don't have a good reason for being there, they will be escorted out. Tauther applicants are permitted to travel to the Hall of Drenn and back on their own.

There are many kerning bays in Ardoth. These are the only places where dysha use is allowed. Permits can be purchased for 1 gemlink per day. They allow restricted dysha use in certain parts of the capital.

Dysha use permits are sought for caji working at construction sites, or other labors where their abilities can prove of use.

Some of the kerning bays are seedy places.

People travel to Ardoth to apply for citizenship from all parts of Burdoth. Within the Hall of Drenn you will meet many from distant regions.

Khodre

North and South Khodre are sister realms of Burdoth, under its power. After driving the crugar out of Burdoth, the Ardothians went as far as the Temauntro border to keep them away. A contingent stayed there, giving Burdoth a sister realm under her rule, called Khodre.

Especially on the border between Khodre and Temauntro, the cities of this realm can be extraordinarily violent with an explosive mix of races. Few yordigs are maintained. Temauntro crystals and limilates bring heavy trading to the border regions; this commerce has a slightly civilizing effect.

Not mentioned is the fact that Northern and Southern Khodre are at the brink of a civil war. Saress' rule is strongest in the south. Northern Khodre is under the organization of Tazzman, a human hero in the recent war against the ramian. The Khodre Seas have seen a few clashes. Players traveling across the Doben-al won't notice much because the nothing's changed in the south. Those traveling to Southern Khodre by ship, passing through Northern Khodre, will notice the tense mood. Travelers are often interrogated. Certain roads are blocked. Both sides send out reconnaissance missions.

Burdothian Cities

The following is list of descriptions of the major Burdothian cities:

Miedrinth: South of Ardoth, this city borders the East Trinnu Jungle Lands. Miedrinth is a major center of crystal and limilate trade. Although cleash have been spotted in the Trinnus over the last twenty years, their numbers appear to be few in Miedrinth. People from Miedrinth are known for their curious habit of chewing Girrig, a bitter, wild Durlig common to most of Jorune.

Cosahmi: Burdoth's main coditch-growing town is Cosahmi. People from this area are fond of their native coditch, and will often pay a high price for it when away from home. Cosahmi's durlig comes from the eastern valley to its immediate east. The population here is mainly human, although there is a large thriddle contingent.

Lelligire: Located on the northern tip of the Burdothian lands, this city of fifteen thousand is a major center of ocean trade. Although Humans predominate here, there are large groups of Boccord, Muadra, and Bronth. The people of Lelligire (named after a Ramian Gire who pillaged the local coastline), are known to be hospitable and generous. Their preoccupation with clothing makes them distinctive in any setting; fabric from Lelligire is said to be among the best. Those of this city will often be familiar (and even fluent) in bronth.

Lelligire was named "Trosoe" before the 3472 ramian invasion. The new name is accepted.

OTHER IMPORTANT NOTES FOR BURDOTH

The Sea of Sychill: This sea separates Dobre and Burdoth and is controlled by both realms. Control of the channel between the two realms establishes influences over shipping and trade throughout the entire region.

Sychill Bay: The calm bay in which Ardoth is nestled.

Lands Surrounding Burdoth

ETJL: East Trinnu Jungle Lands: Located to the south of Burdoth, these jungles have long been the home to the insidious cleash. Crystals and limilates can be found in abundance here. The Burdothian city of Miedrinth borders the north, while the realm of Anasan borders the south. These lands are dangerous and should not be crossed without dire need.

Just south of Miedrinth are the East Trinnus. Cleash have been increasing in numbers there. Players traveling through these jungles may very likely encounter cleash and their dominions, scarmis. Look at the random wilderness encounter tables in chapter 2. The cleash encounters should be read over for information. Although the jungles aren't crawling with cleash, the players should be concerned. A few days travel through the Trinnus will almost certainly include some cleash interaction.

Heridoth: Realm to the immediate East of Burdoth. Heridoth is weekly allied with Burdoth; since the violence done to them earlier in this century, the Herdothians have little interest in Burdoth's desire to control. They do not share Burdoth's zeal for imperialism. Their country has been ravaged. Burdothian wars have, historically, always been fought in Heridoth. The country is now fragmented. Burdoth's small eastern border is heavily patrolled.

What is now Heridoth was once part of Burdoth, but by the conditions of the Klein-Khodre treaty, Heridoth is under separate rule.

Heridoth has, unfortunately, been the battle ground for every major war of this century. The land is ravaged. The people struggle to eat. Disease is widespread. Ramian Gire still inhabit sections of Heridoth. The Herdothians wouldn't mind a Burdothian take-over if conditions improved, but any move made by Burdoth would be countered by several other forces comfortable with the conditions of the Klein-Khodre just as they are. Ros Crendor, Voligire, Dobre, and Lundere would each gladly take Heridoth as their own.

Anasan: This southern realm is located just below the East Trinnu Jungle Lands. It is populated mainly by woffen, humans, muadra, and boccord. The realm is friendly to Burdoth, but is not involved politically with the Ardothian council. Anasan is large, but has a low population density. There is no central power here. Rule varies from one part of the land to another. Its military is taken from the population, and is not volunteer. All those who are in the land may be taken to serve at any time.

Players don't want to get drafted every five minutes, but let them know that they are traveling through an area where the military has great popular support. Even though Anasan was not directly attacked during the Energy Weapons War, many condrij traveled north through the Trinnus fight the Ardothians in Heridoth.

Dobre: The realm of bronth is located on the eastern side of the Sychill Sea. Dobre's capital, Tlon, is heavily patrolled. Order is maintained. The bronth have no trouble amongst themselves, but outlanders have been known to stir up trouble. Burdothians are again in favor in Dobre. The political turmoil concerning ramian trade has quieted down.

If not for Burdoth's shirm-eh trade with ramians, these two realms would be on the best of terms. The new accord bans Ardoth from trading with the ramian, and makes it illegal to sell shirm-eh to them. Ardoth, of course, still maintains secret trade on a small scale. Though clear crystals are useful as tools of daijic, there is no substitute for daij meat in regions where security must be assured. The dharsage rule of Ardoth will do whatever it has to to maintain a supply of daij meat.

The Doben-al: These are the plains connecting Burdoth with Temauntro. They were crossed by Chaln Docha and his crugar forces earlier this century in their attempt on Ardoth. The Doben-al is still populated by crugar bands. Take care if traveling through. Burdoth makes no effort to control these lands.

The lands of the Doben-al are unstable. Ground tremors are frequent. The Sho-sen (Isho weather) here is very weak. Caji will find themselves near Isholess in the Doben-al. Occasional Isho storms stir up the area, lighting up the skies.

Earthquake (Jorunequake?) on a roll of 11 or 12 on 2D6, every day. Roll 2D6 for the magnitude. 2 through 7 is minor, 8 through 10 has a good chance of knocking characters down, and 11 through 12 are big quakes. All creature's Isho is half normal in the Doben-al. Crystals will slowly drain (over a period of weeks). Muadra who live in the Doben-al often make no attempt at dysha learning or use. The Isho is so weak there, they don't even have to kern.

Temauntro: The crugar wilderness located west of Khodre and the Doben-al. Mainly large plains, rolling hills, and high mountains, Temauntro has large crystal deposits which spark trade between the crugar and the Khodrens.

Chaln Imagri: The only city in Temauntro. Named after Chaln Dolcha, crugar leader. The city is friendly to creatures of all races, save woffen. The crugar here are "western crugar," not "Khodre crugar." They can be trusted and traded with. There is strong trade between Temauntro and the thriddle of the island realm of Tan-Iricid.

More Distant Lands

Ros Crendor: This is a realm of boccord located east of Khodre. Although originally bronth controlled, the land has changed hands several times, over the centuries. Ros Crendor isolates itself from other nearby realms. Although outlanders will not be treated with hostility, the Crendorians of the northern Doben-al have little tolerance for ignorance of their ways. They are somewhat tribalistic, but they are also organized. The powers of Ros Crendor are in contact with each other through a large network of power. Their "small wars" with Khodre have left them organized for conflict.

Ros Crendorian patrols are common throughout the Doben-al.

Crendor: This bronth realm has no connection to Ros Crendor except for the similarity in the names of the two realms. Although bronth once occupied Ros Crendor, that land bears no association with them. Crendor is located on the northern coast of Dobre, the bronth realm. It is an ancient bronth land which now serves as their military base. The bronth of Crendor are more militaristic, and less hospitable, than others of this race. Travel throughout Crendor is restricted to only those outlanders with pressing business. Casual travel through Crendor is not permitted.

Thantier: This realm of humans (no boccord, no muadra) border the northern edge of the Cerridus Sea. The Thantier realm is not on good terms with Burdoth. Although the two realms are not at war, their customs and cultures are so divergent that normalized trade is made difficult. Their rule is not as centrally located as Burdoth. Pockets of power control small sections of the realm. The Sage rulers of this realm share power. Different parts of Thantier have been at civil war for hundreds of years.

In Thantier, Drenn and kesht status are not observed. The crude Thantierians disregard Ardothian status; they are distrusting of all outlanders. If not for this realms' access to Tan-Iricid, Thantier would be rarely frequented. Their strict yordigs make it difficult for Burdothians to stay out of trouble—and the herris!

The easiest means of travel to Tan-Iricid is through the southern Dobenal to Thantier. From this realm, overland transportation is made easy by paved roads which lead to the sea. Ships travel to the Thriddle realm often. Those wishing a Tan-Iricid excursion need only the money to make the trip.

Although within the closest reach of Tan-Iricid, Thantierians make little use of the nearby thriddle facility. They consider thriddle more as an oddity, their island, an home of "thone" (non-humans).

Sharharras Sea: The sea to the west of Thantier, north-west of Drail.
Sharrid bay: The bay to the direct west of Thantier.
WTJL: West Trinnu Jungle Lands. The continuation of the East Trinnu Jungle Lands located just to the south-west of the East Trinnu.

Lundere: The woffen realm. Its capital is Yobreh. Lundere is marked by mountainous terrain. Although there are few high peaks, the land is difficult to pass through. The woffen who live in Lundere are friendly to Burdothians.

These are the ancient shanthic lands located east of Dobre. Woffen have lived there for only a few hundred years. They have not explored the shanthic ruins to any extent. Ramian avoid these lands. They will not travel in or near Lundere; this avoidance has caused their assaults to turn to Dobre and Burdoth, even when the Lunderian soil supports the shirm-eh limilate.

Jasp: This human realm has a small muadra and boccord subpopulation treated on near-equal footing. Jasp is located far to the north, in the furthest lands of Temauntro. The realm's capital, Aylon, is described as the most beautiful on Jorune. The Jaspians are a pleasant people, not unlike Burdothians. They have great respect for the Drenn and Kesht of Ardoth. Although their military power is significant, they prefer to stay out of the affairs of other races, maintaining a neutrality. They trade heavily with Temauntro's northern cygra population, and have even been known to deal with ramian and cleash.

Jasperian bay: This bay is located just south of Jasp.

Tan-Iricid: This is the thriddle Realm. Its capital, the Mountain Crown, is carved into the side of a mountain. Here, creatures from all over Jorune come to study. Languages, arts, and mathematics are all thriddle-taught. Entrance to the halls of the Mountain Crown is open to those who purchase giddynes. The thriddle of Tan-Iricid are responsible for the 3445 treaty of Klein-Khodre. They have political dealings with most realms of Jorune, and are often used by leaders as advisors.

Sea of Cerridus: This sea is the home of Tan-Iricid, the Thriddle Island Realm.

Drail: This large sprawling territory is populated by muadra, humans, and boccord. Thriddle inhabit its northern coast.

Sillipus: This south sea island is restricted to all Burdothians. Travel to this island is strictly prohibited. Ramian and cleash infest these southern waters. Any Burdothians caught are singled out for cruel treatment.

An ocean warp is located south-east of Sillipus. It is open only during a few months of the year. It connects to the Waters of Vosule, located south of the realm of Voligire. Knowledge of this warp is kept very secret. Charters to travel to its entrance are amongst the most valuable pieces of information on Jorune.

Voligire: This ramian realm is located north of Dobre and Lundere. Its black bogs have lured many to their deaths. Travel through the ramian lands is prohibited by Ardothian Council rule. The realm's capital city, Vinteer, is home to the "Ramian Gire," who are responsible for the ramian wars of previous years.

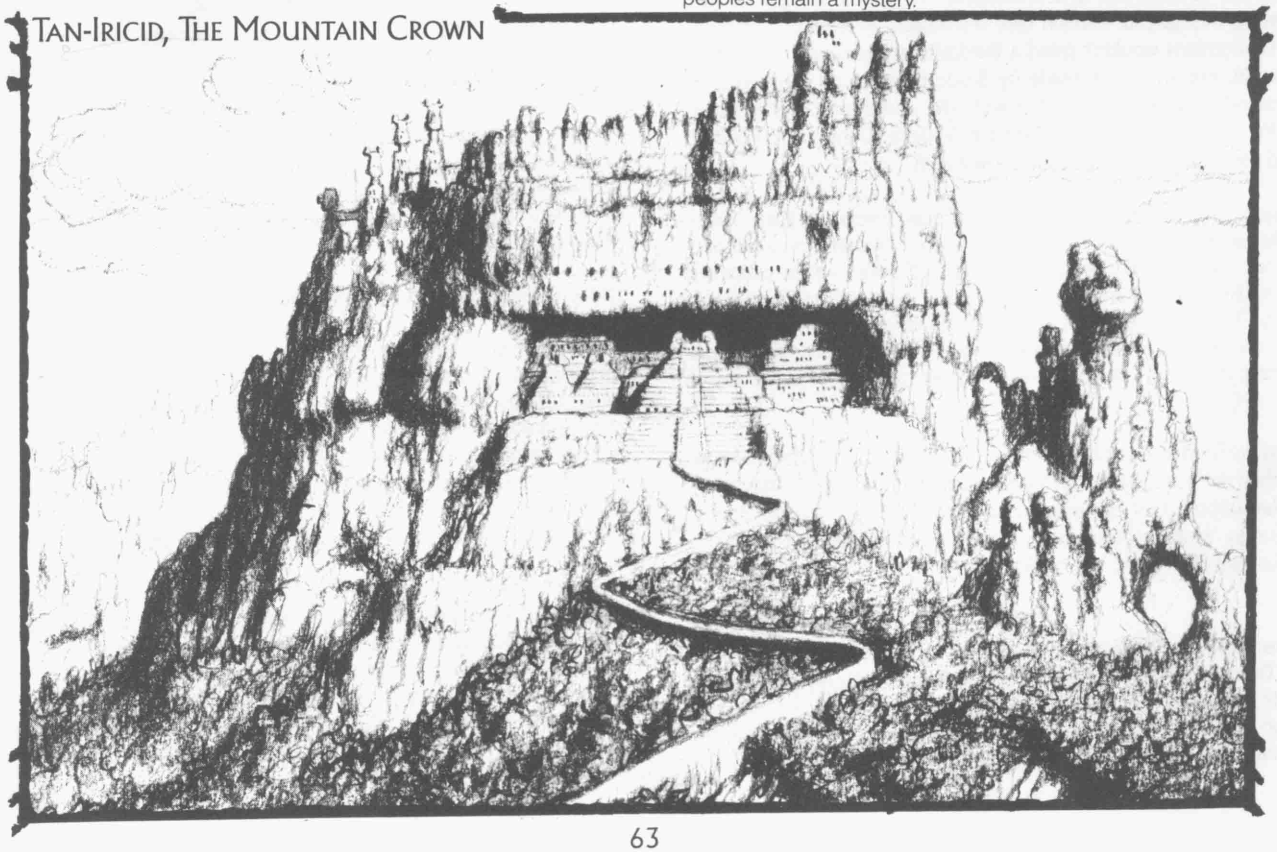
Because ramian cannot heal properly without the shirm-eh limilate, they often travel through the rich lands of Burdoth, seeking this plant. Ramian once provided Burdoth with its supply of daij meat for muadra control, but as of 3477, the Ardothian Council has prohibited such sales.

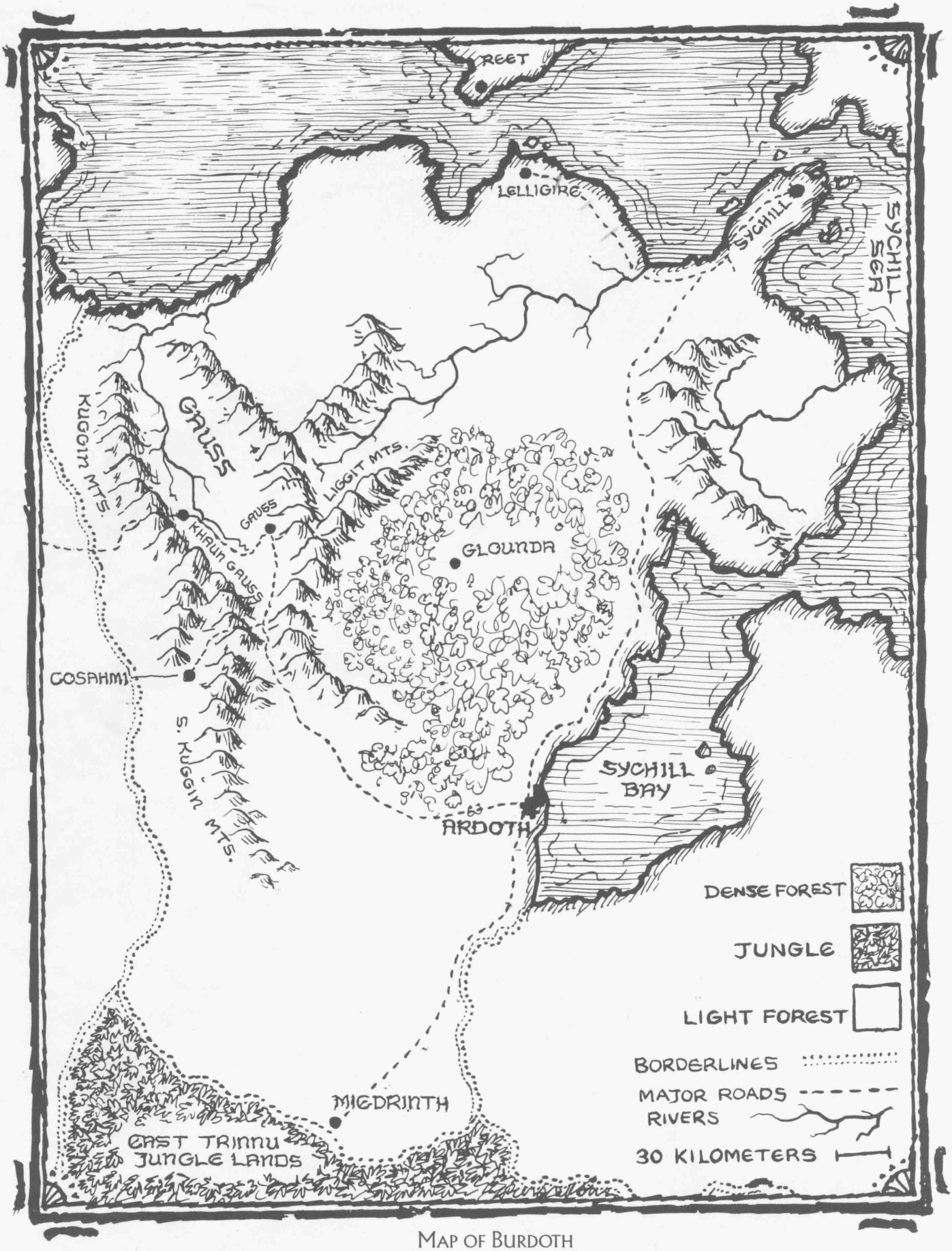
Waters of Vosule: These are the waters south of Voligire. Ships that stray too close to these waters sometimes disappear. The torrential storms and violent Isho disturbances make these waters dangerous year round.

Ice Fields of Gilthaw: This far north region is home to the violent cleash. Any unreported contact with the Gilthaw cleash, even trading for giggit or cleash eggs, is punishable by death in Burdoth. The cleash lands are strictly forbidden to Burdothians.

Delsha: The island located far to the west of Temauntro. Its culture and peoples remain a mystery.

TAN-IRICID, THE MOUNTAIN CROWN





Map of Burdoth

JASP
RAYLON
JASPERIAN SEA
TEMAUNTRO
N. KHODRE
ROS CRENDOR
S. KHODRE
CHAIN IMAGRI
THE DOBEN-AL
DELSHAN SEA
DELSHA
SHARRID BAY
THAUTIER
SHARHARRAS SEA
TAN TRICID
SEA of CERIDIS
DRAIL
N
S

ICE FIELDS of GILTHAW
VOLIGIRE
WATERS of VOSULE
VINTEER
YOBREH
CREMDOR
DOBRE
LUNDERE
TLON
BURDOTH
HERIDOTH
SILJAUS

CHAPTER 7
SHOLARI NOTES

Notes for the Sholari

You may have noticed the lack of hit points in the Jorune combat system. This was quite intentional. Role-playing is more than tallying numbers. Hit point systems don't describe injury, they tell players whether or not their characters have died. With wounds, players become more aware of the dangers of combat. Perhaps they'll think twice about picking fights. For, unlike hit point loss, wounds inhibit a character.

Isho is meant to be a device which inspires role-playing based upon the character's surroundings. When a caji wants to pick up Isho from the wind, it should involve some consideration. Perhaps the nearest Isho-rich region is inhabited by corondon, or is difficult to reach.

Keep in mind that muadra and boccord are subtle variations of humans. Although similar in appearance these races differ in neurological structure in the way they are able to use Isho. They both respond to sickness and injury in approximately the same way. (Excepting of course certain Isho related illnesses).

Boccord are a subtle race; their signature sense prompts them towards well thought out action rather than immediate violence. And although the strongest of the human races, they are not overly enthusiastic about unnecessary combat. These are not the Vikings of ancient Earth.

Similarly, muadra are more subtle than deadly. A true caji or copra does not dedicate himself towards mastering as many violent dyshas as possible. On the contrary. Energy mastery in all its forms is the long range goal of most caji. Thus, muadra share little in common with the wizards of Earth lore. Muadra gain Isho abilities, not because they are born with the skills, but because they start with a high propensity for gathering Isho. The brain of the young muadra learns to cope with this great ambiance, almost as a matter of instinct. It is this early, physiological adaptation that allows muadra to learn dysha skills by their late teens. Note that all of the human races roll 3D6 for Color. Muadra are not advantaged in their color spectrum, but in their ability to improve upon it, and to specialize upon certain sections of it by learning dyshas.

Tologra are the Iscin modified race of tigers. They were his crowning achievement: Powerful, cunning, intelligent, and restrained. We don't see any tologra in this 1st edition because of the separation between them and the major realms. Sharden is located far to the east of Voligire, across the sea from eastern Lundere. As of 3484, tologra are a rare sight. Their involvement in the ramian wars of the previous decade have made them unpopular in Burdothian controlled lands. Look forward to more on this race. Their mountainous realm awaits your players.

As you might have noticed, there are quite a few forms of life which are not descended from Earth creatures, or Jorune life. The list includes cleash, scarmis, ramian, thriddle, croid, corastin, and giggit. There are others. Traces of a civilization of enormous bipeds along the ramian line have been known of since the colony arrived on Jorune. These creatures were the now extinct "lamorri" race. These creatures obviously evolved elsewhere, for Jorune supports none of the predecessors that would have evolved to such a stage. If designing new creatures for Jorune, keep these differences in mind.

Creature Types Found on Jorune.

- Jorune: creatures like the shantha, thombo, talmaron, Dhar Corondon, etc. Most are visually blind and depend upon Tra-sense for sight; those with eyes have extraordinarily bad vision. They, too, rely upon Tra-sense to some extent. Although generalities only go so far, most Jorune creatures have 3 fingers.

- Earth: Humans, muadra, boccord, salu, and acubon. The variations are slight in each case. Treat the topic of your own human derivatives gingerly. Their rapid breeding, Isho sensitivity, and intelligence make balance delicate.

- Also from Earth: Bronth, woffen, crugar, blount, and tologra. Animal derivatives from Iscin should be handled with great care. Iscin only lived so long.

- All creatures anomalous to the above: Croid, corastin, ramian, thriddle, cleash, scarmis, giggit, etc. None of these creatures have any Tra-sense, Isho, or any non-zero color rating (save thriddle).

Take a free hand with daijic, in cities and out; use them to keep hyperactive caji in line.

Earth-tec must be carefully regulated or the game will lose its balance. The few energy weapons that exist are carefully controlled by Ardoth (and a few other realms). The total number of weapons is limited. Players should be discouraged from obtaining energy weapons until they reach Drenn status, and even then, the availability of power cells should be low. Try to balance the power of a human with that of a caji. Think about their total destructive capabilities as well as their versatilities.

Challisks are remains of the Earth colony ships. Their original functions were shielding and structural support. When the colony ships were destroyed, what are now called challisks where scattered hundreds of yards in all directions. Later found by Ardothians, they were collected *en mass* (from one colony site) and used as the identifying challisks.

Don't look towards Earth when you picture the Jorune night sky. Earth is barely a memory, and the hope of rescue died out in the decades after the war with the shanthas.

Game designers never get a good night's sleep; they are always at ½ Isho.

We hope you enjoy Jorune—We have. In supplements we'll explore shanthas, the planet, Earth-tec, various races and histories, and much more, in depth. At this point, you have all you need to propel your gamers into endless campaigns. With a little help from the dice, there'll be no stopping you.

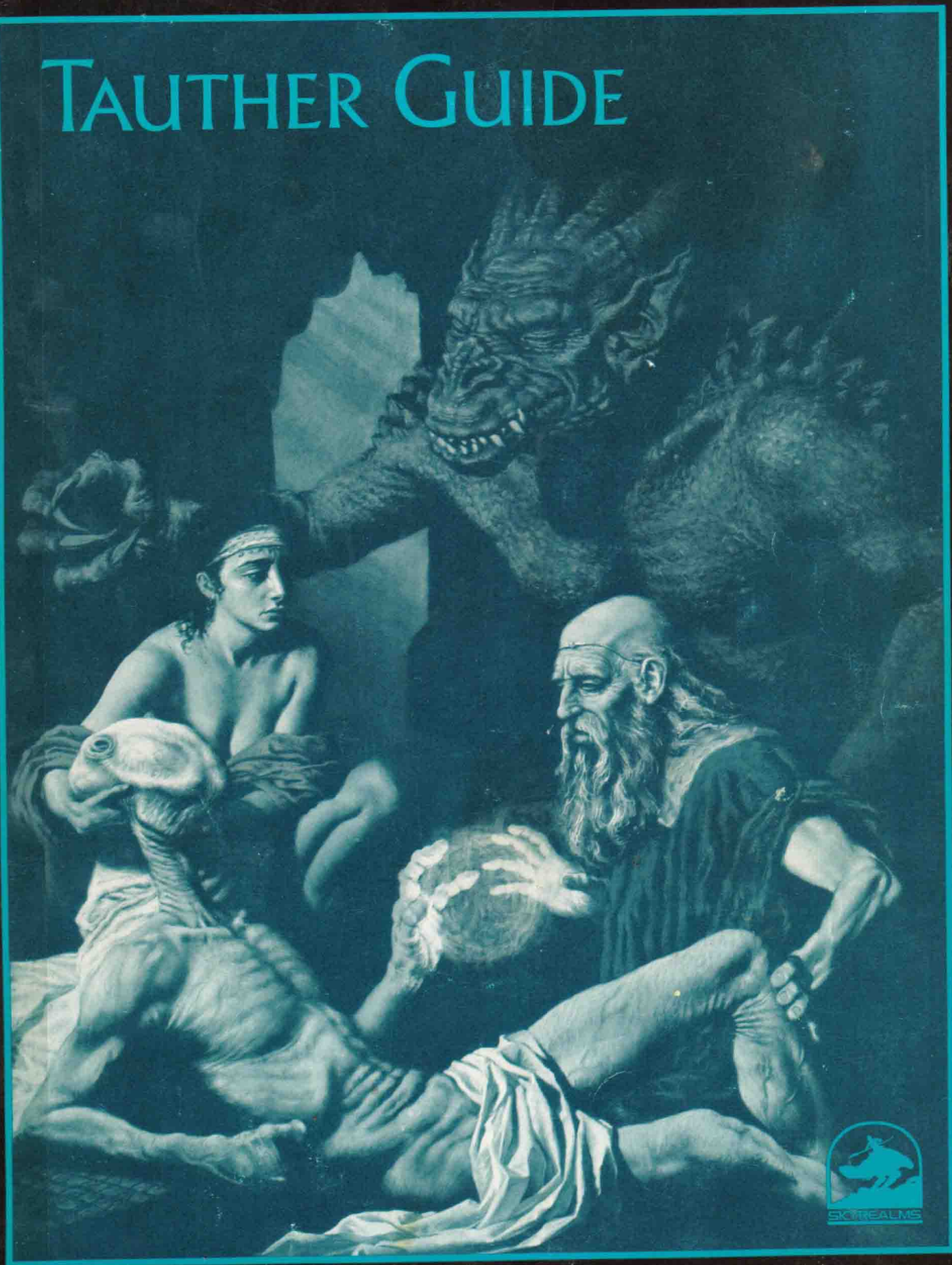
No interbreeding between the human races.
E.R.P. is Energy Reflective Plactic; E.R.P. Armor subtracts 8 from all injury rolls due to energy weapons, and dyshas from the Du group. Subtract 3 points from wounds from the Desti group. it was brough by the Earth colony members. Its availability is restricted.

Good luck.

The Staff of SkyRealms Publishing

SKYREALMS

TAUTHER GUIDE

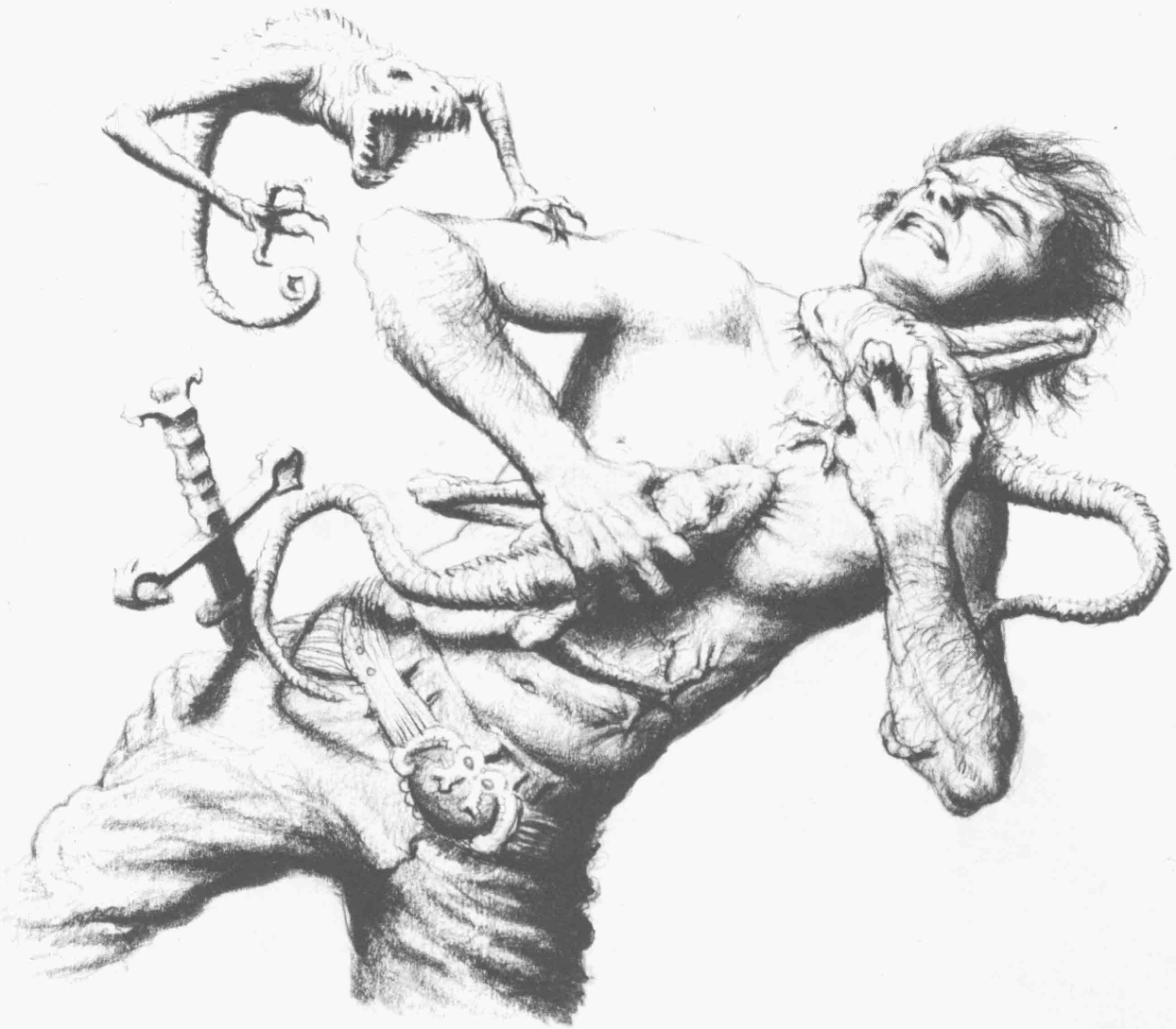


Tauther Guide

SkyRealms of Jorune

Andrew Leker, Miles Teves, Amy Leker

Scragger: They Were On Him Before He Could Say "Quivering Trid-Nodes"



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FOREWARD

Burdothians of noble spirit, read on . . .

Tothis is an intent chosen by people of all ages. It is a stage on the way to becoming a citizen of Burdoth. With it comes an acknowledgement of responsibility that you will act in the best interests of the realm and its peoples.

Your copra will be inscribed in the Hall of Drenn, and on a metal challisk as well. Those who favor you, who think you Drenn-worthy, will travel here to inscribe their copra within your tablet. Others will inscribe their copra directly upon your challisk.

Those who mark for you accept great responsibility. Should you fail the realm, their reputations will be marked as well.

When you think yourself ready, the Drenn test may be attempted. Your challisk marks will be counted, your tablet appraised, the copras you bear referenced. You will be questioned as to whose copras you carry, and for what reasons. Your passage to Drenn status will be decided in the days that follow.

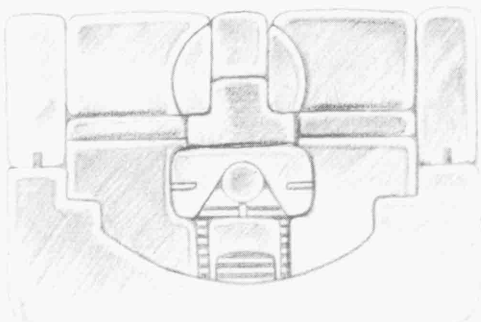
In entering the Hall of Drenn, you signify your decision to begin tothis. The steps you must take are detailed below:

- Inscribe your copra on parchment.
- Pay the 20 gemules required to start tothis. Your copra mark will be taken from you.
- The waiting period is usually one day.
- Return to the Hall of Drenn to pick up your challisk.
- Inspect your plate on the Wall of Drenn.
- Read through this Tauther Guide.

When you have completed each of these steps, you will be considered tauther, on your way to Drenn. Leave the Cryshell Citadel. Your tothis has begun.

The Tauther Guide is written by Kirra Ho-Trid, a thriddle in the employ of Ardoth. My friend is from a distant land; kee has seen much from eyes different from our own. Heed kis words, kee will guide you through difficult times. The rest of this book is kis. The Tauther Guide.

RHAN TROHAN
CHELL OF ARDOTH
ERIS 50, 3484



CHAPTER 2
THOSE YOU WILL MEET

I am Kirra Ho-Trid, of the island realm of Tan-Iricid. I endeavor to introduce you to the parts of Jorune which may have escaped your eyes. I give to you my experiences in the hope that your tothis can progress safely. Before we can continue, I review your most immediate surroundings:

Burdoth is your home realm. The capital city of Burdoth is Ardoth, located in the bay of Sychill. The Dharsage ruler is Khodre Dhardrenn. He has ruled since 3465, the year of his father's death. His sister, Saress, rules the Khodre, Burdoth's most distant land claim. The council of 10 shares authority with the emperor by the Treaty of Klein Khodre. Council seats are held by each of these realms: Burdoth, Dobre, Lundere, Tan-Iricid, and Temauntro. Your travels will take you to many distant lands. Here are my impressions of the races you may encounter.

YOUR GUIDE, KIRRA HO-TRID

Thriddle

I, Kirra Ho-Trid, am a Thriddle. Thriddle are a peaceful, benevolent race. There is never need to fear a thriddle. Our kind practice no acts of violence. Our desire for knowledge and experience in geography, the arts, and languages often bring us into your land of Burdoth. Our home is the island realm of Tan-Iricid which is located far to the west. Its capital, the Mountain Crown, is home to Jorune's greatest banks of knowledge. Here, with a giddyne, you can enter and read from our libraries, or learn from our scholars. Our language, Triddis, may seem difficult at first, but is well worth learning. The material available to you in Tan-Iricid will increase manifold for your efforts. It is a complement to any race to be addressed in one's native tongue, and thriddle will respond most warmly.

As representative of the Mountain Crown, I offer you greetings, and invite you to visit our home.

Seek out the thriddle for knowledge. The fadri will teach you, for a fair price. Thriddle love knowledge. It is the thriddle who can translate any tongue.

Thriddle math is the most advanced on Jorune, but is not applied toward destructive ends. Thriddle prefer peace to conflict, and neutrality is the rule. Our race collects knowledge, and preserves life. We maintain a neutral stance with realms at war.

Thriddle employ many to collect information. These are the "querrid," and they can be found wherever you travel. Answer their questions, for the good of Tan-Iricid and Burdoth.

Not all thriddle indulge in the scholarly arts, though all have ties to Tan-Iricid. A large coditch farming community of thriddle have settled in Cosahmi. Their crop is distributed throughout Burdoth.

The finest gift for thriddle, besides information, is the giggit larvae. Nothing will endear you more to a new thriddle acquaintance than a fresh pipe-supply, and the pleasant frame of mind created by the pipe will certainly cast a warm tone on the conversation to follow.

Thriddle can often be found traveling to the East Trinnu Jungle Lands in search of giggit. In recent years, the cleash infestation has forced us to travel in the company of other races. If you discover a thriddle in the Trinnus, take him as a friend; he will reward you for your protection.

But Don't the Dangerous Cleash *Infest* The East Trinnu Jungle Lands?

Giggit

The larval giggit is to be sought, the sleeping giggit is to be undisturbed, and the fanged giggit is to be feared.

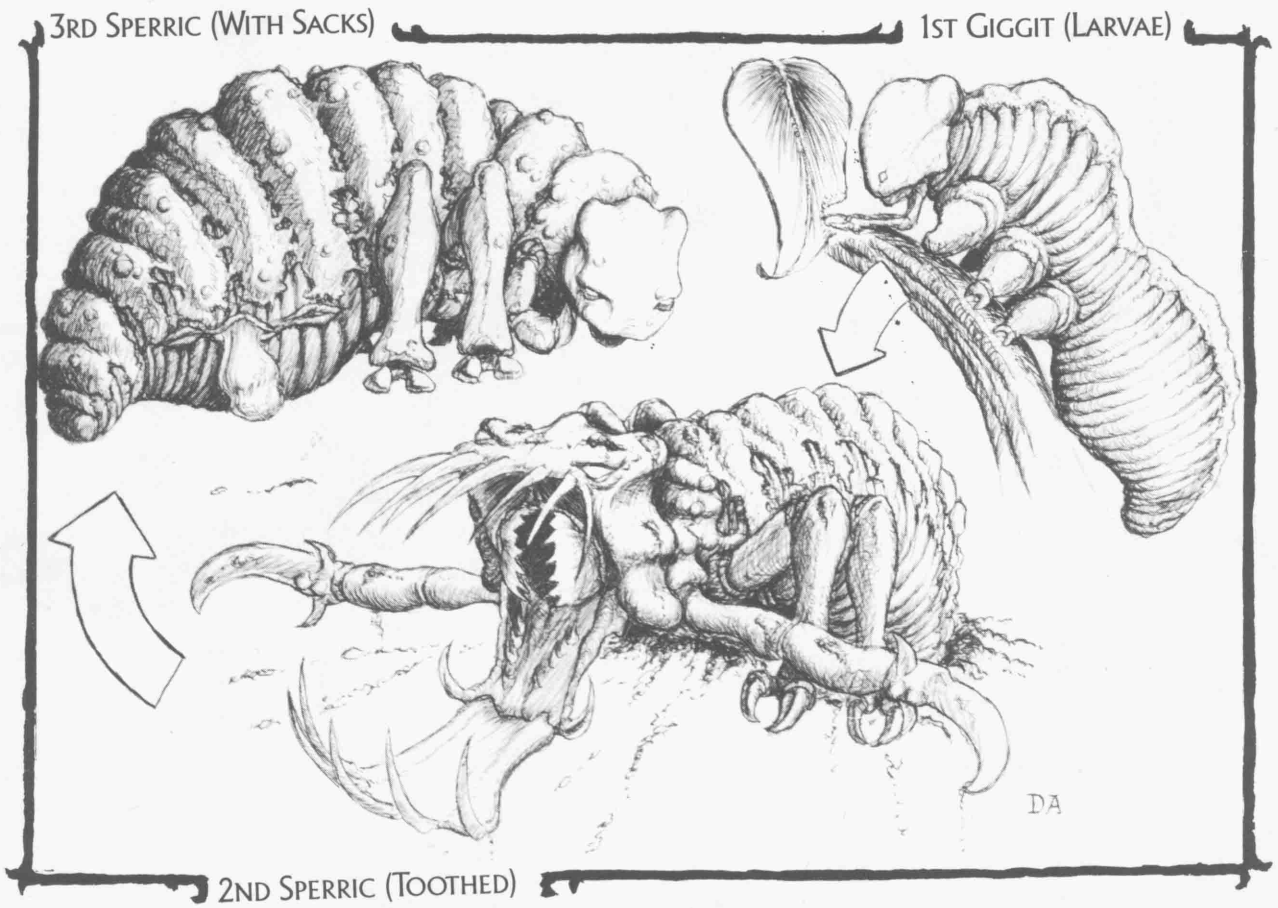
The giggit thrive in the East Trinnus. Their larvae fetch a high price in Tan-Iricid. Inhaled from a pipe, giggit create a soothing peace for thriddle who indulge. The high price of the habit reflects the dangers inherent in giggit gathering. Beware the cleash who feed on the giggit, the traps they set to catch them, and the grown giggit themselves. The two adult stages are called "spirrics." Avoid glistening pieces of metal and pots of boiling water if you come across them in the Trinnus. They are signs of active trapping, meaning that both spirrics and cleash are nearby.

Larvae enter their sleeping time underground. They ooze thick goo which blankets them in their resting period. They emerge with a fury, all teeth and hungry belly. After they gorge, they rest a final time.

Grown spirrics crawl from the ground as worms, teeth no longer intact. They weigh several meaty pounds. It is at this stage that they are temptingly delicious to cleash, who hunt them with a passion. It is also in this stage that they shed their larvae sacks, which take several weeks to develop into the giggit so popular in the Mountain Crown.

Larvae hunters must carry their catch in the Trinnu soil. The darker and moister the environment, the better are the chances that the giggit will survive to their final destination. Avoid extended journeys when carrying the giggit; unfortunate carriers may suddenly find that their larvae have both slept, and awakened.

The Life Cycle of the Giggit



Cleash

Cleash and scarmis share a rapport of dominance and submissiveness not intruded upon by any other species. They inhabit regions which are apparently hostile to them, but are rarely encountered outside their frigid borders. Scarmis are more frequently seen among other races, and are said to be under the guidance of the cleash when on their raiding parties.

Cleash are very fierce. They seek no communications with other races. They will attack you. Their capsules bring pain and death. Cleash capsules are produced by the creatures themselves. They come in a variety of forms, but all are small, about the size of a large nut.

The insidious cleash are, fortunately, rare. Their bodies are about the size of boccord, although their shapes are totally dissimilar to those of humans. Their home in the Ice Fields of Gilthaw keeps them far to the north of Burdoth. They have been sighted in the East Trinnu Jungle Lands since the Eris of 3464. Beware the cleash. They are enemies of Burdoth, worse than ramian. Fear them. They kill their own pre-hatched offspring to create their currency.

Now You Die, Thriddle Fool!

Scarmis

Where there are cleash, there will be scarmis. When scarmis are found alone, they present little danger. It is only under the influence of the cleash that they are deadly. The sparkles given off by a cleash's canther places scarmis in their control. Scarmis are not uncommon throughout the backwoods of Burdoth.

CRUGAR EXPLORING NORTHERN TEMAUNTRO

Crugar

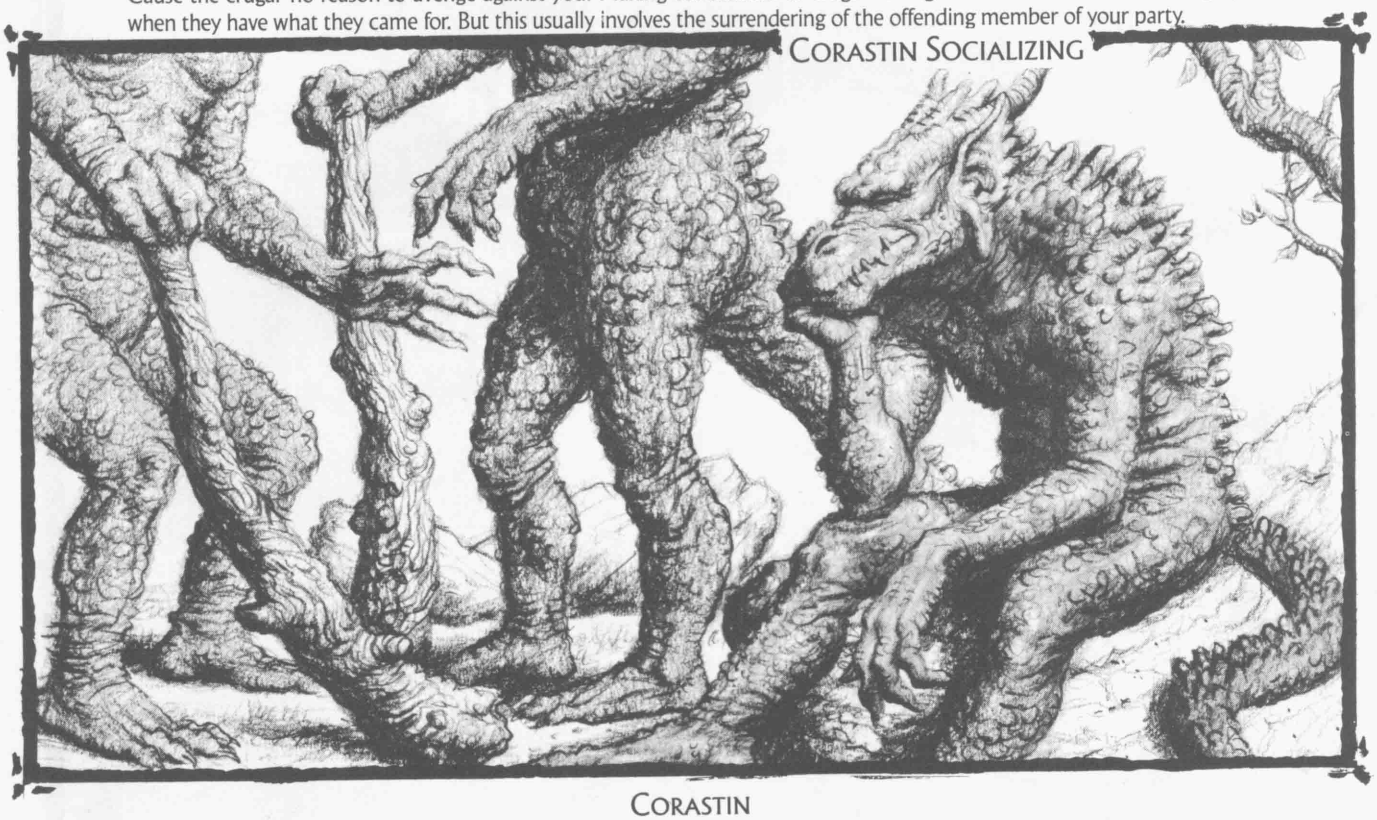
Crugar populations are greatest in Temantro, a vast, unexplored region far to the west of the Doben-al. Beware these crugar, their words are twisted, their moods, sudden. Those of the eastern Temauntro coast are friendly, and hospitable to strangers. Their city of Chaln Imagri (pronounced Shawln Ih-maw-gree) is the only civilized center in all of the Temantro lands.

Especially along the Doben-al, crugar are not to be trusted. They have tormented woffen, and all others they contact. It was one of their kind who took life from Iscin, the giver of life. Do not even trust their appearance; crugar may take the stance of the think-less cougar, and so hope to appear only wild, and not able to scheme. Those disguised among cougar can sometimes be spotted by their command over a pack; otherwise, their true nature may not be known until they rise on two legs, or snarl a distinctive phrase in Chaun-tse.

An armed crugar may carry hooked swords. Some can launch dyshas of Desti. All will lash out with teeth and claws bared. They show no mercy, once the carnage begins, and often toy with their prey.

If in a shaky position of communication, to avoid arousing their wrath, pay particular attention to their language. If you learned your Chaun-tse in Burdoth, you risk the perils of a poor accent, often taken by crugar as a sign of disrespect. Pronounce "ch" with the softer "sh" sound. Do not flinch or show fear; stand your ground as much as possible. Never beg for mercy, especially before there is need. Whiners mark themselves as targets that crugar enjoy tormenting.

Cause the crugar no reason to avenge against you. Making concessions of crugar revenge can work to end the onslaught, when they have what they came for. But this usually involves the surrendering of the offending member of your party.



Corastin Socializing

Corastin

Corastin are the bulkiest race known. They are the body-guards, the construction workers, the laborers of Jorune. Their lack of sharp eyesight and hearing does not hinder them in their jobs—corastin are often used as intimidators.

On their own, corastin do not congregate in large settlements. Their pocket populations exist widespread over Jorune. The areas in which they settle are territories to be treated with due respect; tribute or violence is the choice of trespassers, when corastin are in a good mood.

When city-dwelling, this territorial aggressiveness is somewhat curbed. Often, they enjoy the company of others, and will undertake travels with friends or paying clientele. Corastin need their privacy; it is unwise to subject them to extended social situations. Never take a corastin on an ocean voyage of more than half a day. It is generally recommended that even short trips are not attempted, as foul weather or an unexpected turn of events can cause delay, and shorten the corastin's temper.

Corastin and bronth share the same abhorrence of slavery. It is wise to use tact and charming etiquette with corastin, even if you have hired one to cart your possessions around. Do not demean their labor, lest one end up as pulp dripping from the end of their powerful clubs.

Thriddle and corastin are well suited to each other. Thriddle are unctuously polite in their extravagant requests, and corastin respond enthusiastically to tasks at hand, when treated and paid well.

Bronth

Bronth are children of Iscin. They stand tall and proud. Boru, their language, is strong and somber. It is considered by many to be the perfect vehicle to transcribe historic events. Bronth honor the fine values instilled by Iscin, who found them more natural students of honor and chivalry than his first creations, especially the crugar.

Bronth are larger than humans, and even tower slightly over boccord. Regardless of height, those making the acquaintance of bronth are expected by them to be equals, until actions or attitude prove otherwise. Crugar and ramian, however, are never offered the benefit of this doubt. In the beginning, after murdering Iscin, the crugar enslaved the bronth. They have never been forgiven for this outrage, and the humiliation of slavery has not been forgotten.

The bronth realm of Dobre will be open to you. Bronth hold a seat on the Council, and they respect tothis. Woffen are extended welcome in Dobre; they suffered the inhumanity of the crugar in the beginning, as well.

Ramian are despised as the thorn in the side of Dobre, and it is Voligire trade with Ardoth that causes the most friction between bronth and humans. Ramian trade with humans has been an ongoing symbiotic swap: Ardoth gets daij, and ramian get the shirm-eh limilate.

The Bronth is not Amused by His Pet Tarro's Violent Attempts to Frighten Him

Woffen

Woffen are children of Iscin. Their bodies are covered with fur, which increases their apparent size. The woffen senses are keen; their hearing and smell have been likened to Tra-sense in their accuracy. Woffen are members of the Klein-Khodre Ardothian Council. They are a common sight in Burdoth. Their realm of Lundere lies far to the east, even further than the realm of Dobre. Their capital is the port city of Yobreh

WOFFEN: WALKING FROM A SHENTER

Although they take an interest in the affairs of muadra, they are more inclined to spend time in the company of humans and boccord. They respect caji for intervention in the Ninindrue Plague Slaying of 2943. Caji saved thousands of woffen lives. Woffen have an extreme dislike for crugar, their executioners (tormentors) during the plague of 2943. Woffen also blame crugar for the death of the creator, Iscin; this murder forced the Iscin young upon the world without guidance.

Woffen tend to indulge in the pleasures of food and drink. Their stomeh and wholl make for long parties and howls of laughter in their wooden shenters. The authew are not dangerous, as they may appear. Although liquored beyond normal rationality, their tendencies are non-violent. The heavy drinking of stomeh is responsible. The "wretched ones" usually keep to themselves.

Croid Attacking Cleash

Croid

Croid are not as slow as they make themselves appear. Do not doubt their agility. Once they have lulled an opponent into a deadly sense of underestimation, they lash out with deadly speed and accuracy. They do not need weapons, and usually carry nothing more advanced than a makeshift club. Their natural crudge armoring provides defense, and their bulk and strength carry them through their offense.

Their crudge armoring is both a blessing and a curse; although fairly taught in combat, it reacts nightmarishly to cold. In frigid climates, under exposure to freeze dyshas, and when attacked by the cleash "cold capsules," the crudge grows rapidly to insulate the croid. This creates a powerful itching sensation. Because of this condition, croid prefer temperate climates, and can be found in the deserts and plains of Jorune.

Croid and scragger enjoy a symbiotic relationship. The croid's crudge skin grows too quickly, and can become so thick that movement is restricted. This is where the ravenous scragger comes in; they dig into the crudge, gorging themselves while cleaning the croid. It is not uncommon for the scragger to attach themselves semi-permanently; if they become a nuisance, the croid can easily pluck them off and dispose of them. Croid-eating scragger are not likely to seek new hosts when already in a comfortable position; beware the unattached scragger in search of a meal.

Thivin

Be not disrespectful, buy the goods of thivin, but watch your yules. Thivin have an easy way of selling; it is their trade. Thivin goods have value, but the price must be made to match.

Thivin artful mastery of language is not only for trading; they speak their songs in their soft, melodic native tongue. Their love of bargaining is equalled by their love of music. Thivin create and play instruments of many types, including dichandra stones, whosins, jampers, and tenter-shines. Thivin are the only race able to truly play the harmonious crystal-music-rods.

Thivin craftsmen are masters of wood-carving, jewelry, and weaving. They produce the fine gauthi rugs. Their paintings are highly valued. In Ardoth, exhibits of their works crowd many citadel streets.

Thivin Traders Assessing Their Wares

Acubon

East of Khodre, beware the acubon. They live in the many lakes of the region, and do not appreciate intrusion. Elsewhere, the acubon can be safely approached. Some acubon will travel, but know this about them: they cannot stay from the water for long.

Acubon produce the beautiful, opaline coleel. They will often sell these gems (but never their secret).

It is practically impossible for non-acubon to converse in their tongue, and they will be unable to speak Entren. Communication will be largely through gesture. Even in this simple form, it is possible to insult the sensitive acubon. Once enraged, they attack with a fury.

Shantha

Shanthas are the ancients. Their language is too complex even for thriddle. Their culture was the highest the world has ever known at the time of the Human/Shanthic war. Now it is rare to encounter the shantha, except for the Ca-Tra, who trade their talents for shanthic artifacts. Respect the shanthas, for they posess the greatest talents of Isho sculpting known on Jorune.

Shantha With Cle-eshta

Blount

Blount were the first children of Iscin. They are dwellers of the dark swamps. They have a language foreign to Entren, and human efforts to communicate are rarely effective.

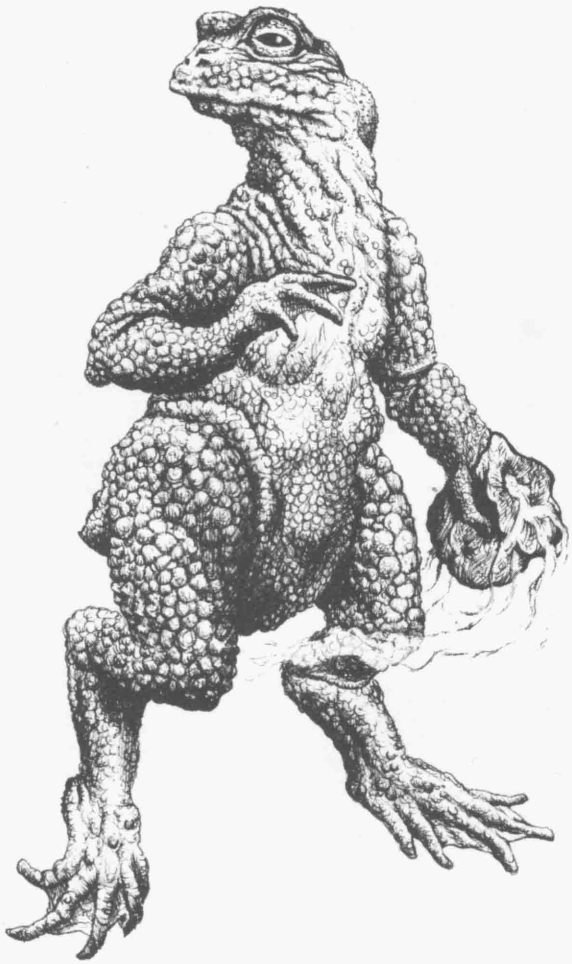
The amphibious blount nest in mud shelters. They avoid contact with strangers, and will often ignore those who wander into their territory. When privacy is desired, blount are able to quickly clear the area by releasing mathin, a limilate with a smell that non-blount cannot tolerate. Blount spend their days concocting mathin, and will occasionally sell it to traders familiar to them, seeking metal goods in exchange.

Blount travel is limited to the swampy environs. They will never be found in other terrains.

Salu

Though the salu must remain in water, this does not hinder their contact with humans. Some incleps in Burdoth are even equipped for salu travelers; they maintain salt water "tanker bins" for their soaking pleasure.

Salu build and navigate the salu chausis, the fastest sea-going vessels on Jorune. They are often for hire, and will usually carry passengers, even when on a mission.



Blount Trailing Whisps of Mathin

Ramian

Although rare, ramian may be seen from time to time in Burdoth. The ramian motto, Rurvi Tchorco, powerful silence, means just that; most ramian will be simply uninterested, but not overtly hostile. Their tall, slender bodies stand a full reach above the human height. The exterior of a ramian is hard, crusty. Their bones cover their bodies. Beware their bolas, for with these weapons they will bring down their enemies.

Ramian are to be feared. They are to be avoided. They mean you harm. Their home realm of Voligire is more than a month's journey by sea. Their purposes in Burdoth are not friendly. Report the location of ramian to patrols wherever you are. Only the Chiven Rachu-eh can be trusted. They are distinguished by purple blemishes located about their temples. The strain of supressing the chiveer rage causes the veins close to the surface in their temples to burst. The chiveer ramian are especially dangerous. Bone protrusions on a ramian's face indicate the time of chiveer. Fear this sign. Upon seeing sprouting chivs, leave the ramian, even if he is hoast, guide, or has been friend. The most evil of ramian in chiveer will attempt to conceal their nature by staining their temples with berry juice. Only the ramian traders who bring Burdoth supplies of daij are safe to interact with. They wear the head-band rags which drape about the back of their heads.

Without the shirm-eh limilate, ramian heal very slowly. Let them not possess it. It is said that a ramian unsure of recovery, will never attack.

The ramian will always sense your mood, and will know your actions as soon as you. Dyshas sent will be anticipated. The facalties of these creatures are astounding.

Rild and Clafe, Blood Boiling With Chiveer Passions Strike Out Into the Black Bogs of Voligire, a Relentless Unthinking Wall of Carnal Agression.

TEVES '85

CHAPTER 3
THE WILDS OF JORUNE

Danthro Krose

The Drenn, Danthro Krose, provides here his experiences with some of the flora and fauna you may discover.

Non-Intelligent Life

The life out there will eat you alive, if you let it. To survive in the jungles, the swamps, the deserts, and forests, stay on guard. Wasto can slice you to shreds, spirrics and scragger can take chunks out of you the size of durlig loaves. Camp in places you can defend. Take turns taking watch. Don't travel with tauther who can't take care of themselves, or expect to wind up on the end of a thailier.

Here are my descriptions of some outdoor creatures.

Wasto

They usually call these things "scrade." I say "wasto." These crusty bugs are muadra sized. Their sherrids (sharp arms) can cut you down. Wasto might appear at any time, they burrow underground. The thriddle creatures usually know where wasto are, I'm not sure how, but take a thriddle along if you're worried about wasto. They'll usually mark off wasto sites where they find them. Look for sticks in the ground.

When fighting wasto, try to crush their shells. Use a club. Don't eat their pasty multch innards. Only croid and corastin can eat this rot. Cut off their sherrids and take them with you; some places they're worth a bounty.

Tarro

Tarro can get in the way if they don't know who's boss. Their screetching is the real problem. Leave the ones you find in the wild to the trappers and trainers. If you want a pet, go to the Ardothian Bazaar.

Tarro have a habit of grabbing what they can. Wild tarro hang from trees overlooking rivers and roads. Their bodies are small, their teeth are big. Take a lesson from the tarro-loving bronth: even they toss food to their pets at feeding time. Watch your fingers and hands.

Giggit

Giggit: Worth a bundle, but find out about cleash eating habits before going into the Trinnus for them.

Pibber

Furry and forgettable, except when thisting.

Farg

These swamp beasts eat anything. Don't end up as a farg's crackly snack.

Vintch

I'm can't stand being cooped up. Maybe you'd like it.

Scragger

Look at the picture.

Mandare

You've done something wrong if you get killed by a mandare. The troughs they leave in the ground are hard to miss. If you find yourself up against one of these rolling walls of meat, run like a beagre on fire. They look slow, but they get going pretty fast when their bellies are flopping.

If you somehow kill a mandare, slice the thing open. You'll find all the junk it couldn't digest stuffed inside, unless it just flushed out its pouch.

Dhar Corondon

Corondon are walking arsenals of thailiers, teeth, and lightning blasts. The biggest are called "Dhar Corondon." They get as tall as trees. Stay away from any kind of corondon. None are easily fought.

Their long nails are called thailiers—each corondon has twelve. Shanthic blades are made out of these claws.

If you somehow manage to kill a corondon, cut off its thailiers, and slice open its chest. The chest plate is what thailierian armor is made of. If you can get these parts to armor smiths fast, they can be used for shanthic blades and armor.

Wolves

Wolves are vicious. They're four legged, and travel in packs. One by one they're easy to kill, but in big groups, its a different story. You can hear their howling at night.

Cougars

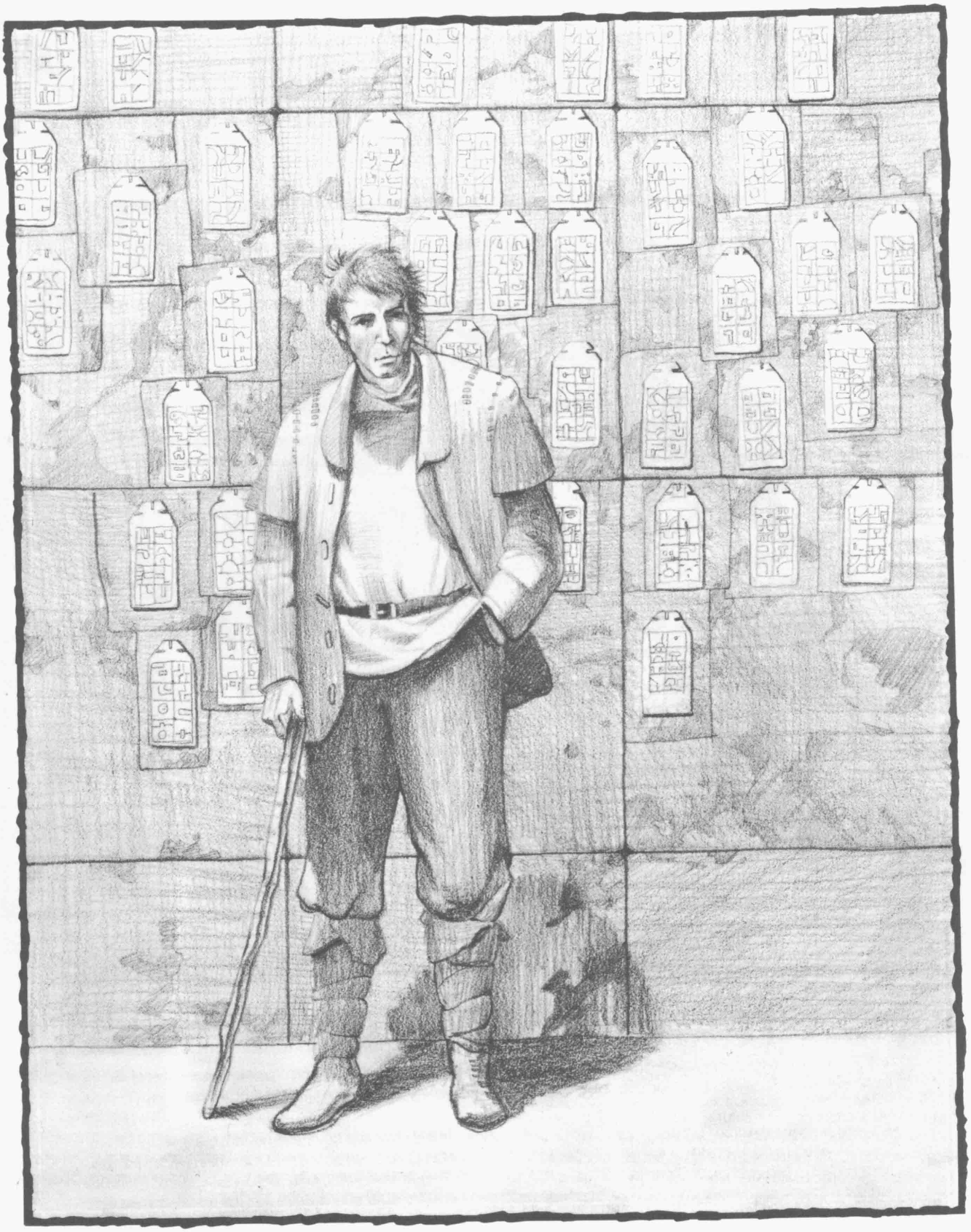
Cougars look like crugar on all fours, but they're different. They can't talk. They're just animals. It's better to get them at a distance, cause once they get in close, their claws and teeth can rip you up.

Traveling

Watch what you eat. I already said not to eat wasto paste. The leaves of the trevice fern is especially poisonous. So are the red berries of the tumbernaw vine-bush. Pibber like tumbernaw, and can eat the berries okay, but keep them away from tumbernaw, this is the home of duradon.

You can eat durlig, gerrig, emmersol petals, and tithen roots. Durlig keeps you healthy, but it's hard to swallow. Gerrig's even worse, but you can find it anywhere. Thriddle really like the orange emmersol pedals; they sure brighten up a durlig dish. Tithen roots hold water—they taste bad, and might make you feel bad, but if you're thirsty, eat them.

You can find water all over Burdoth, but look out for stagnant ponds ("Temantro poison holes"). Throw rocks into water before drinking it. If there's something alive in there, you'll see it before it gets a chance to bite your face.



This is me, Danthro, standing at the Drenn Wall. I'd just gotten my silver challisk. In those days, I didn't know what glittering metal and boiling water were for. That explains the cane.

CHAPTER 4
HISTORY

Jorune Time Line

0 War between the Humans and the Shanthas
1 Iscin creates blount, crugar, woffen, bronth, tologra
600 Maytrish protects the muadra, thivin, salu, and acubon. Khaun Gauss becomes a city.
2934 Caji Gends trained by Sho Copra-Tra, Sholari of Tashka
2946 Caji returns to his backwards little village; shows other muadra the ways of Copra, trains them in a peaceful manner. Bennid Ho-Gomo is also trained (his knowledge later filters down to other races).
2946 Ninindrue Plague Slayings
2946 Caji trains his band in the Desti; they defeat the crugar murderers. Woffen relations with muadra improved.

3371 Salrough Gomo born
3385 Thriddle math breakthrough in the theoretical description of warp mappings. No applications possible yet.
3391 Thriddle now in contact with various races. Thriddle in much stronger contact. Salrough grows up in a the dawn of a new era.

3418 Crugar started their mass invasion/assault across the Dobenal. Led by Chaln Docha.
3435 Crugar invasion picks up momentum. The humans of Gauss take notice. Woffen and bronth become involved.
3437 Energy weapon rediscovery: result of warp progress of thriddle. Humans begin large scale take over.
3442 The humans with energy weapons face opposition from the caji, woffen, boccord, non-energy humans. Backing from bronth.

3445 Accord is reached between humans and other forces. Treaty of Klein-Khodre established. Strong human power base maintained in Ardoth. No active warfare for a decade. Secret human/ramian trade of shirm-eh for daij meat begins. The first "daijic" appear in Ardoth.

3455 Maustin Caji: Veterans of the war against human aggression.

3459 Maustin Caji attempt to take Tan-Iricid. The Mountain Crown suffers some damage.
3460 Maustin Caji contained by Salrough Gomo, Thriddle Seer of the North-west Woodlands.

3464 First cleash sighted in the East Trinnu Jungle Lands.

3469 Human concern over cleash sightings prompts fewer expeditions into the Trinnus.

3470 Ardoth bans East Trinnu Travel for cleash threat. Shirm-eh cut off from Voligire.

3472 Human and bronth attack ramian ships in the Sea of Sychill, heading for the East Trinnu Jungle Lands in search of shirm-eh. Ramian assault begins. Northern coastlines of Burdoth, Dobre, and Crendor all under siege.

3484 The present.

History

The history of Burdoth has been recanted many times. Certainly, the human versions have received the most attention. The writings of a non Burdothian may shed light onto the realms recent past.

Written in Boru, and translated back into Entren, these essays were written by Hodu Ho'own, Bronth emissary to Ardoth.

The Wars of This Century

Although the area now known as Burdoth was never really at peace, many years passed without the outbreak of major war. It was in 3417 that crugar made a massive drive through the territories of Burdoth; this set off a chain reaction of events. Only now are the politics starting to settle down. Under their charismatic leader, Chaln Dolcha, the crugar crossed the Doben-al, pillaging everything in their paths. When they finally reached what is now Burdoth, they took Khaun Gauss, and burned it to cinders. In 3421, they crossed the western Liggit mountains, and started their approach of Ardoth. It was in this same year that the energy weapons were re-discovered.

An epic in itself, the discovery of the caches came through a thriddle warp mis-calculation. Intrepid human explorers found an underground stronghold left undisturbed for millennium. Although the connection seems vague, the history of thriddle at this time had much to do with the development of the war.

The young human prince Khodre of Ardoth brought these weapons to bear against the invading forces. The results were staggering. In little over a year, the Ardothian force had taken whole territories away from the crugar. Khodre's expansion was far from over. The crugar driven back, he enlarged his power base, conquering nearby towns and territories as far west as the Doben-brough mountains, and as far east as what is now called Heridoth. Only the East/West Trinnu Jungle lands were an obstacle to Khodre.

Dobre was concerned. The bronth knew that, left unchallenged, the Ardothians would continue their assaults, gaining more and more strength. The Sychill sea would surely be their next step. Thriddle intermediaries tried to initiate a truce, but the humans under Khodre would waste no time with thriddle.

Dobre and Lundere were allied even at this time. They fortified the western Dobre coastline, bringing in troops from all over their land. Minor skirmishes ensued. Large scale human attacks, launched out of Heridoth, broke the western Dobre coasts. The casualties of this war dwarfed those of the crugar invasion of only two years past. In the ensuing battle, muadra returned to the "Way of Gends," taught to them by Caji Gends hundreds of years earlier. Exactly who passed on this knowledge is not known.

Refusing to back the humans, muadra defended themselves. The threat of "killer" muadra panicked human populations. Muadra were banished from the towns and cities of the new Burdothian empire. Together, struggling to stay alive in the woodlands of Burdoth, the muadra passed on to each other their dysha skills. In a little over two years, hundreds of them were armed with Desti. They were the Maustin Caji, the Cunning Powers. They would be banished from their homes no longer.

Now facing opposition from the west by the Maustin Caji, and from the east by the bronth and woffen forces, Ardoth was forced into a truce. The thriddle arranged an accord. The treaty of Klein Khodre (Klein Ko-Trid, thriddle ambassador, dealt the accord) was officiated. The Dharsage ruler Khodre would remain in power, but was forced to share his rule with a council of 10, representatives from all the affected realms. Ardoth's boundaries were trimmed from their great size down to what is now Burdoth, and the North and South Khodre realms. Rule of Heridoth was relinquished. The council was made up of three Ardothian citizens, one member of the Heridoth ruling class, one representative from both North and South Khodre, one Dobre representative (a bronth), one woffen (from Lundere), and a thriddle from Tan-Iricid. A crugar representative from Chaln Imagri is present from time to time.

The Maustin Caji disbanded, but muadra-turned-caji were never again to be a thing of the past. Every year, more and more muadra raised their children with the teachings of Gends. The kerning bays and daijic patrols were the eventual means for humans control over muadra in their cities. Ardoth was prepared with 600 daijic when muadra started to return.

In the years that followed, muadra gained more rights, more leeway in human society. The muadra veterans of the war, however, were always seen as enemies of Burdoth; they were even hunted down in some cases. The truce that they had helped to establish reaped them no reward. These caji saw the thriddle as responsible; they had arranged the accord.

Living first in southern Burdoth, then forced through the East Trinnu Jungle Lands by human persecution, down into Anasan, the remains of the Maustin Caji bided their time.

In 3455 a group of muadra blasted their way through the Thantier realm down to the Sea of Cerridus. They commandeered a ship and traveled to the thriddle island realm of Tan-Iricid, a realm without an army, without weaponry. They savagely struck out at the thriddle. It was the Mountain Crown's darkest hour. Only through the help of Salrough Gomo, Thriddle Seer of the North West Woodlands, was the destruction of the Mountain Crown averted. The Maustin Caji were dismantled. Their five year reign of terror ended.

Since that time, the only major war has been the Ramian Gire Assault of 3472. It ravaged the northern Dobre coastline, and parts of northern Burdoth. Some blame the invasion on the human Dharsage rule of Burdoth. It is said that the human trade of shirm-eh limilate for ramian daij meat made the invasion possible for ramian.

Human Control of Burdoth

The human realm of Burdoth at one time controlled vast stretches of nearby continents. The Ardothian's discovery of caches of Earthtec changed the nature of the war they waged against crugar invaders in 3435. Young Prince Khodre expanded Ardoth's influence. With energy weapons at his disposal, it was no longer enough to simply *drive out* the crugar scourge. Vast areas of land were taken. Heridoth became Ardothian warlands. Even attacks on the coast of Dobre were made.

Forced to terms by the allied races (which included the then still active Maustin Caji), the Ardothians gave up their claim to much of the occupied lands. The Ardothian Dharsage ruler, Khodre's son, Khodre Dhardrenn, now shares power with the Ardothian Council. Human control of the Burdothian lands is no longer absolute. Although the Dharsage army is more powerful than that of the council, its imperialistic tendencies have been curtailed by its presence.

Human culture within Burdoth has had to adjust to the presence of muadra and their dyshas. It is just now becoming common for humans to carry naull crystals, with which they can display their own minor copras. Some humans even seek to brighten their copras with excursions to the kerning bays.

The task of maintaining a population of daijic is of prime concern in Ardoth. Humans fear nothing more than their own muadra getting out of control. Although actual daij meat is no longer employed on a massive scale, a contingent of clear crystal readers is always present (they are still called daijic).

Burdoth and Dobre's main diplomatic dispute is over the human's/ramian interaction in the trading for daij meat. The bronth do not object to humans acquiring daij meat for security, it is the reciprocal arrangement where-by humans pay the ramian for the daij with the "shirm-eh" limilate. Without shirm-eh, ramian heal very slowly. The ramian who attacked the northern coast of Dobre and Crendor would not have made their siege without a means to heal. Were it not for the Ardothian's refusal to admit that the practice existed, negotiation would have progressed more rapidly. At present, an accord is in effect which bans any shirm-eh trading with Voligire.

Ardoth's wealth of Earth-tec remains the one power source untouched by the treaty of Klein-Khodre. The humans still poses this powerful arsenal; its is controlled entirely by the Dharsage and his subordinates. Although the actions of the Dharsage are carefully scrutinized, small scale energy weapon use is seen as an element too complex for the council to monitor.

Drenn and Kesht may apply for Earth-tec items through their kims. Given worthy causes, and favorable odds, the Dharsage powers usually permit such distribution. Fairly detailed records are made before any item is relinquished to citizens. The object's identification number, along with the person's goals, method, and itinerary are all clarified with the Drenn applicant. Duration of borrowing is discussed. Those who are late will may find their reputations somewhat marred by the episode. Ardoth treats its energy weapons seriously.

History of Muadra

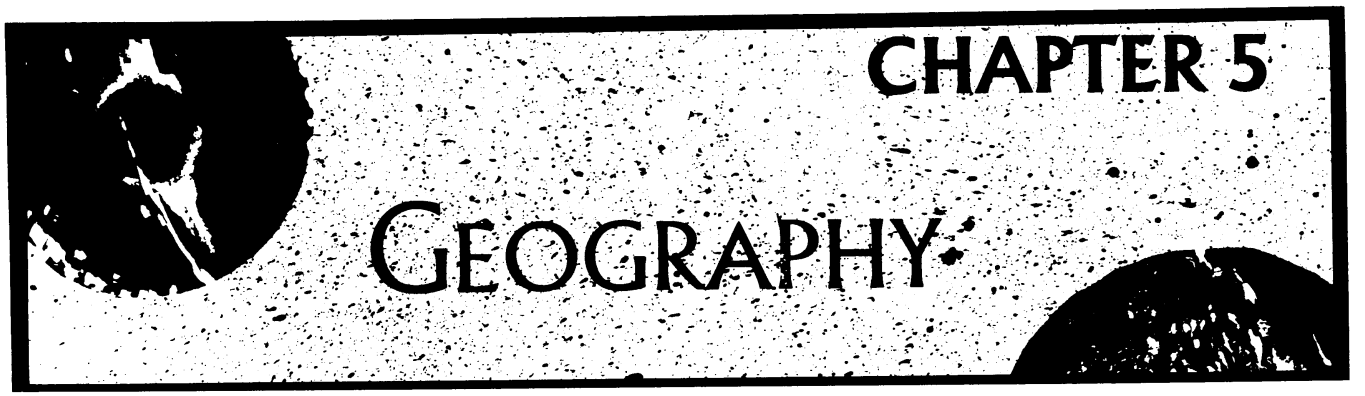
The history of the muadra race takes many twists as it makes its way to the present. Muadra have been faced with circumstances that have dictated their progress.

It is only since 2934 that they have come to understand their abilities. It was in this year that Caji Gends stumbled upon the remains of a shanthic temple and was taken as apprentice by Sho Copra-Tra, Sholari of Tashka. Caji Gends learned quickly, with the help of shanthic sarceens (learning devices). Returning to others of his race, he taught only the more passive color groups (like Ebba, Gobey, Launtra, and Tra). The Ninindrue Plague Slayings in 2946 warranted an expansion of skills; muadra were trained with Desti, Du, and Shal. At the end of the Plague Slayings the trained muadra kept a low profile to avoid expulsion from human settlements. The "Caji threat" loomed for the humans of the day. Although dysha skills were passed down from generation to generation, the more violent ones were mostly abandoned. Then, in 3442, a band of caji grouped in an attempt to stop the energy weapon bloodbath. They were the Maustin Caji. They rediscovered and honed their Shal, Desti, and Du dyshas. Their assaults were highly successful; within a few years the humans relinquished their occupied lands. Horrified at the thought of muadra takeover, the humans drove them from their homes in Ardoth before the end of the war.

The treaty of Klein-Khodre was established. It forced the new realm of Burdoth to accept muadra, woffen, bronth, and thriddle.

At this point, there was no stopping the muadra population from becoming dysha proficient. Their survival had been threatened, and they had survived with these skills. Forced to accept muadra into their realm, the Ardothians made a secret agreement with ramian of Voligire: Daij meat was to be traded for large quantities of the shirm-eh limilate. Human daijic would be able to maintain security throughout the Burdothian lands. Especially in Ardoth, the use of Isho would be easily detectable.

In these early days, Ardoth had not even the kerning bays for muadra children; they were forced out of the city every few days to kern. The practice of dyshas was strictly forbidden, and was a capital crime. Limitations on Isho use within city limits has gradually become more and more permissive. At present, there are more than a dozen kerning bays in Ardoth. Permits can be obtained for Isho use out of the kerning bays. Even with these cultural advances, Burdoth makes it more difficult for muadra to receive copras for their challisk. Drenn who are caji may give only one copra mark to tauther each year, as opposed to the human and boccord limit of 5.



Burdoth and Other Realms

The descriptions of Burdoth and the surrounding countryside will help you in your travels. The descriptions of distant lands are provided as a source of cultural understanding. There are many omissions, none of which will prove crucial to you in your journeys. The map of Burdoth is for travel. The map of Jorune will give perspective.

Burdoth's control extends into her sister realm of Khodre, located far to the west. Saress Khodre rules there. She is sister to Khodre Dhardrenn. Burdoth's Dharsage ruler. Although Burdoth is on friendly terms with Khodre, both north and south, each realm has its own vital interests. Burdoth's borders have remained basically intact since 3445, the end of the Energy Weapons War.

Ardoth: Burdoth's capital, Ardoth, is located just inland of the Sychill Bay. The city has a population of approximately a quarter million. Ardoth is heavily human, but nearly all races have some contingent here. Within Ardoth's citadel, Cryshell, lies the Dharsage Palace and the Ruling Council. You now stand in the Hall of Drenn. This citadel is open to Drenn and Kesht only. Visitors like yourself are escorted through Cryshell to see its fine collections of art.

There are many kerning bays in Ardoth. These are the only places where dysha use is allowed. Permits can be purchased for 1 gemlink per day. They allow restricted dysha use in certain parts of the capital.

People travel to Ardoth to apply for citizenship from all parts of Burdoth. Within the Hall of Drenn you will meet many from distant regions.

Khodre

North and South Khodre are sister realms of Burdoth, under its power. After driving the crugar out of Burdoth, the Ardothians went as far as the Temauntro border to keep them away. A contingent stayed there, giving Burdoth a sister realm under her rule, called Khodre.

Especially on the border between Khodre and Temauntro, the cities of this realm can be extraordinarily violent with an explosive mix of races. Few yordigs are maintained. Temauntro crystals and limilates bring heavy trading to the border regions; this commerce has a slightly civilizing effect.

Burdothian Cities

The following is list of descriptions of the major Burdothian cities:

Miedrinth: South of Ardoth, this city borders the East Trinnu Jungle Lands. Miedrinth is a major center of crystal and limilate trade. Although cleash have been spotted in the Trinnus over the last twenty years, their numbers appear to be few in Miedrinth. People from Miedrinth are known for their curious habit of chewing Girrig, a bitter, wild Durlig common to most of Jorune.

Cosahmi: Burdoth's main coditch-growing town is Cosahmi. People from this area are fond of their native coditch, and will often pay a high price for it when away from home. Cosahmi's durlig comes from the eastern valley to its immediate east. The population here is mainly human, although there is a large thriddle contingent.

Lelligire: Located on the northern tip of the Burdothian lands, this city of fifteen thousand is a major center of ocean trade. Although Humans predominate here, there are large groups of Boccord, Muadra, and Bronth. The people of Lelligire (named after a Ramian Gire who pillaged the local coastline), are known to be hospitable and generous. Their preoccupation with clothing makes them distinctive in any setting; fabric from Lelligire is said to be among the best. Those of this city will often be familiar (and even fluent) in bronth.

OTHER IMPORTANT NOTES FOR BURDOTH

The Sea of Sychill: This sea separates Dobre and Burdoth and is controlled by both realms. Control of the channel between the two realms establishes influences over shipping and trade throughout the entire region.

Sychill Bay: The calm bay in which Ardoth is nestled.

Lands Surrounding Burdoth

ETJL: East Trinnu Jungle Lands: Located to the south of Burdoth, these jungles have long been the home to the insidious cleash. Crystals and limilates can be found in abundance here. The Burdothian city of Miedrinth borders the north, while the realm of Anasan borders the south. These lands are dangerous and should not be crossed without dire need.

Heridoth: Realm to the immediate East of Burdoth. Heridoth is weekly allied with Burdoth; since the violence done to them earlier in this century, the Herdothians have little interest in Burdoth's desire to control. They do not share Burdoth's zeal for imperialism. Their country has been ravaged. Burdothian wars have, historically, always been fought in Heridoth. The country is now fragmented. Burdoth's small eastern border is heavily patrolled.

What is now Heridoth was once part of Burdoth, but by the conditions of the Klein-Khodre treaty, Heridoth is under separate rule.

Anasan: This southern realm is located just below the East Trinnu Jungle Lands. It is populated mainly by woffen, humans, muadra, and boccord. The realm is friendly to Burdoth, but is not involved politically with the Ardothian council. Anasan is large, but has a low population density. There is no central power here. Rule varies from one part of the land to another. Its military is taken from the population, and is not volunteer. All those who are in the land may be taken to serve at any time.

Dobre: The realm of bronth is located on the eastern side of the Sychill Sea. Dobre's capital, Tlon, is heavily patrolled. Order is maintained. The bronth have no trouble amongst themselves, but outlanders have been known to stir up trouble. Burdothians are again in favor in Dobre. The political turmoil concerning ramian trade has quieted down.

The Doben-al: These are the plains connecting Burdoth with Temauntro. They were crossed by Chaln Docha and his crugar forces earlier this century in their attempt on Ardoth. The Doben-al is still populated by crugar bands. Take care if traveling through. Burdoth makes no effort to control these lands.

The lands of the Doben-al are unstable. Ground tremors are frequent. The Sho-sen (Isho weather) here is very weak. Caji will find themselves near Isholess in the Doben-al. Occasional Isho storms stir up the area, lighting up the skies.

Temauntro: The crugar wilderness located west of Khodre and the Doben-al. Mainly large plains, rolling hills, and high mountains, Temauntro has large crystal deposits which spark trade between the crugar and the Khodrens.

Chaln Imagri: The only city in Temauntro. Named after Chaln Dolcha, crugar leader. The city is friendly to creatures of all races, save woffen. The crugar here are "western crugar," not "Khodre crugar." They can be trusted and traded with. There is strong trade between Temauntro and the thriddle of the island realm of Tan-Iricid.

More Distant Lands

Ros Crendor: This is a realm of boccord located east of Khodre. Although originally bronth controlled, the land has changed hands several times, over the centuries. Ros Crendor isolates itself from other nearby realms. Although outlanders will not be treated with hostility, the Crendorians of the northern Doben-al have little tolerance for ignorance of their ways. They are somewhat tribalistic, but they are also organized. The powers of Ros Crendor are in contact with each other through a large network of power. Their "small wars" with Khodre have left them organized for conflict.

Crendor: This bronth realm has no connection to Ros Crendor except for the similarity in the names of the two realms. Although bronth once occupied Ros Crendor, that land bears no association with them. Crendor is located on the northern coast of Dobre, the bronth realm. It is an ancient bronth land which now serves as their military base. The bronth of Crendor are more militaristic, and less hospitable, than others of this race. Travel throughout Crendor is restricted to only those outlanders with pressing business. Casual travel through Crendor is not permitted.

Thantier: This realm of humans (no boccord, no muadra) border the northern edge of the Cerridus Sea. The Thantier realm is not on good terms with Burdoth. Although the two realms are not at war, their customs and cultures are so divergent that normalized trade is made difficult. Their rule is not as centrally located as Burdoth. Pockets of power control small sections of the realm. The Sage rulers of this realm share power. Different parts of Thantier have been at civil war for hundreds of years.

In Thantier, Drenn and kesht status are not observed. The crude Thantierians disregard Ardothian status; they are distrusting of all outlanders. If not for this realms' access to Tan-Iricid, Thantier would be rarely frequented. Their strict yordigs make it difficult for Burdothians to stay out of trouble—and the herris!

The easiest means of travel to Tan-Iricid is through the southern Doben-al to Thantier. From this realm, overland transportation is made easy by paved roads which lead to the sea. Ships travel to the Thriddle realm often. Those wishing a Tan-Iricid excursion need only the money to make the trip.

Although within the closest reach of Tan-Iricid, Thantierians make little use of the nearby thriddle facility. They consider thriddle more as an oddity, their island, an home of "thone" (non-humans).

Sharharras Sea: The sea to the west of Thantier, north-west of Drail.
Sharrid bay: The bay to the direct west of Thantier.
WTJL: West Trinnu Jungle Lands. The continuation of the East Trinnu Jungle Lands located just to the south-west of the East Trinnu.

Lundere: The woffen realm. Its capital is Yobreh. Lundere is marked by mountainous terrain. Although there are few high peaks, the land is difficult to pass through. The woffen who live in Lundere are friendly to Burdothians.

Jasp: This human realm has a small muadra and boccord subpopulation treated on near-equal footing. Jasp is located far to the north, in the furthest lands of Temauntro. The realm's capital, Aylon, is described as the most beautiful on Jorune. The Jaspians are a pleasant people, not unlike Burdothians. They have great respect for the Drenn and Kesht of Ardoth. Although their military power is significant, they prefer to stay out of the affairs of other races, maintaining a neutrality. They trade heavily with Temauntro's northern cygra population, and have even been known to deal with ramian and cleash.

Jasperian bay: This bay is located just south of Jasp.

Tan-Iricid: This is the thriddle Realm. Its capital, the Mountain Crown, is carved into the side of a mountain. Here, creatures from all over Jorune come to study. Languages, arts, and mathematics are all thriddle-taught. Entrance to the halls of the Mountain Crown is open to those who purchase giddynes. The thriddle of Tan-Iricid are responsible for the 3445 treaty of Klein-Khodre. They have political dealings with most realms of Jorune, and are often used by leaders as advisors.

Sea of Cerridus: This sea is the home of Tan-Iricid, the Thriddle Island Realm.

Drail: This large sprawling territory is populated by muadra, humans, and boccord. Thriddle inhabit its northern coast.

Sillipus: This south sea island is restricted to all Burdothians. Travel to this island is strictly prohibited. Ramian and cleash infest these southern waters. Any Burdothians caught are singled out for cruel treatment.

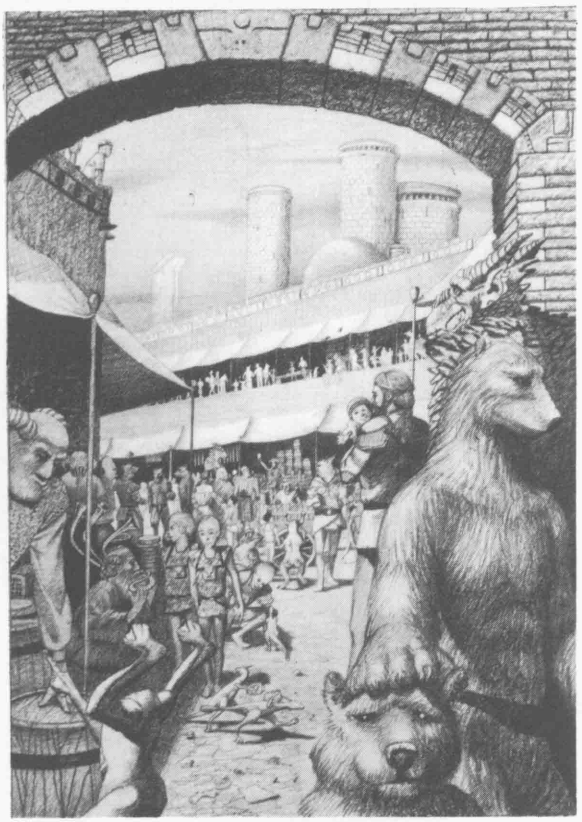
Voligire: This ramian realm is located north of Dobre and Lundere. Its black bogs have lured many to their deaths. Travel through the ramian lands is prohibited by Ardothian Council rule. The realm's capital city, Vinteer, is home to the "Ramian Gire," who are responsible for the ramian wars of previous years.

Because ramian cannot heal properly without the shirm-eh limilate, they often travel through the rich lands of Burdoth, seeking this plant. Ramian once provided Burdoth with its supply of daij meat for muadra control, but as of 3477, the Ardothian Council has prohibited such sales.

Waters of Vosule: These are the waters south of Voligire. Ships that stray too close to these waters sometimes disappear. The torrential storms and violent Isho disturbances make these waters dangerous year round.

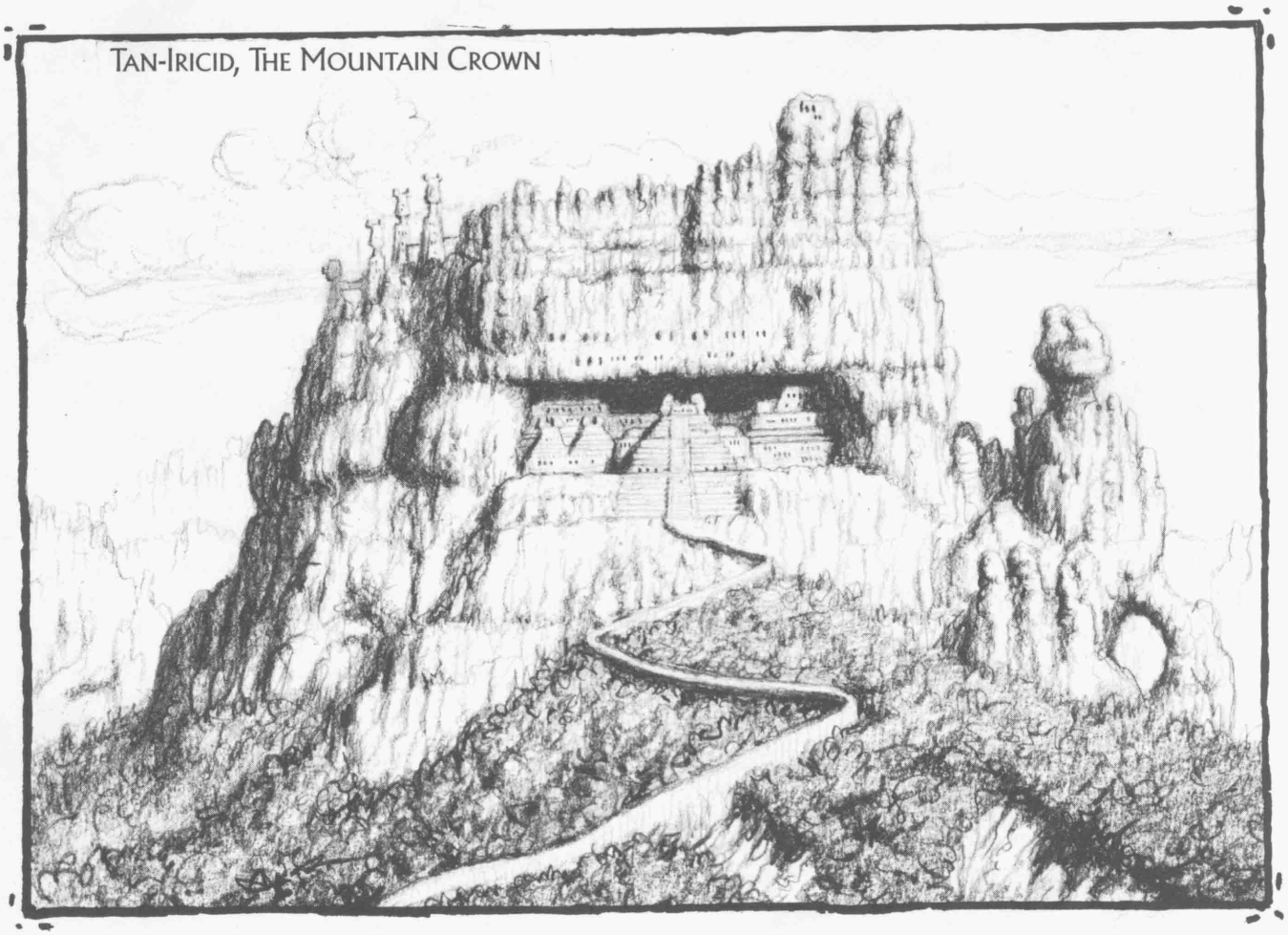
Ice Fields of Gilthaw: This far north region is home to the violent cleash. Any unreported contact with the Gilthaw cleash, even trading for giggit or cleash eggs, is punishable by death in Burdoth. The cleash lands are strictly forbidden to Burdothians.

Delsha: The island located far to the west of Temauntro. Its culture and peoples remain a mystery.



ARDOTH MARKETPLACE

TAN-IRICID, THE MOUNTAIN CROWN



JASP
RAYLON
JASPERIAN SEA
TEMAUNTRO
N. KHODRE
ROS CREMDOR
S. KHODRE
THE DOBEN-AL
CHALN IMPARI
DELSHAN SEA
DELSHA
SHARRID BAY
THAUNTIER
SHARHARRAS SEA
TAN JARID
SEA of CERIDIS
DRAIL
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S

ICE FIELDS of GILTHAW
VOLIGRE
WATERS of VOSULE
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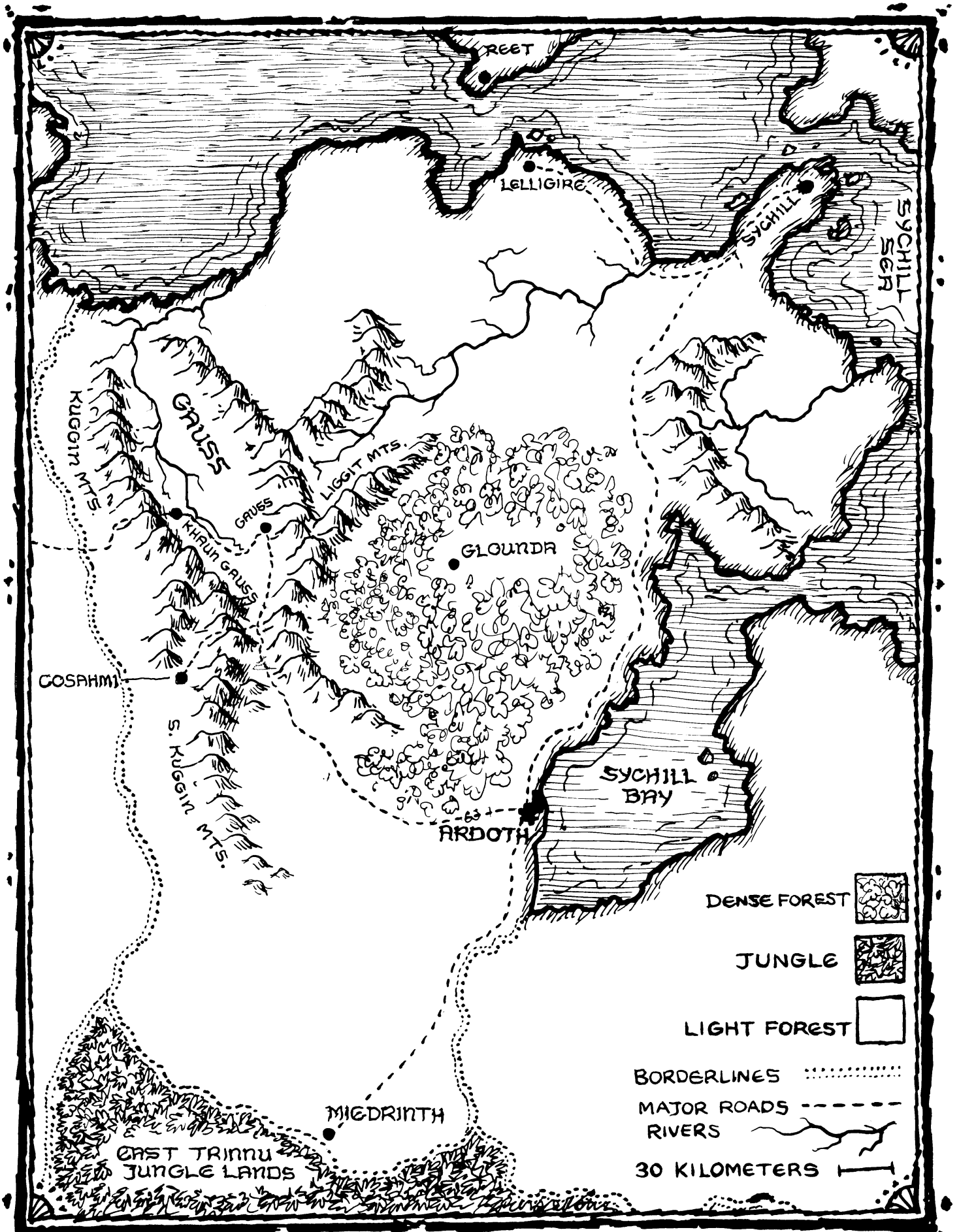
BURDOTH
HERIDOTH
SILIPUS



MAP OF BURDOTH

CHAPTER 6
CULTURAL NOTES

Keshtia Marllis Mishayne

Cultural Notes

• Thriddle sit only when in friendly company.
Muadra should display their naull when presenting themselves, or joining a group.
• Look bronth in the eye.
• Woffen have a tendency to overindulge. When there is danger, help them overcome the temptation of stomeh with distraction. They will thank you later.
• Scarmis not directed by cleash are not so dangerous, and can occasionally be communicated with.
• Corastin accept tribute. Quantity, not value is the key. Do not attempt to short them.
• Never demean the work of corastin.
• The Chiven Rachu-eh are safe. Avoid their destruction. Ramian in chiveer are fair game. Bounties are common on chivs.
• Tauther should display their challisk proudly in all lands but Thantier.
• Tauther must defer to Drenn where appropriate.
• Tauther pay for all inscription costs they incur both on their challisk, and on the Drenn Wall.
• Tauther are to uphold the yords.
• Watch miscommunication in all languages, especially crugar.

Daijic

The controlled use of dyshas is taken seriously in civilized areas like Ardoth. Daijic are the patrollers who detect illegal dysha use. They are stationed throughout human cities. It takes several daijic to pinpoint the exact location of dysha use. Daijic can see the traces of residual energy on the palms of creatures who have recently used dyshas. Such ability is important, as dysha use in Ardoth is a crime, especially the Desti dyshas. Temporary permits are neccessary for in-city dysha use, except in the kerning bays and cases of self defense. The kerning bays are the only acceptable places for muadra to discharge unwanted energy. It is here that teaching and practice are permitted. Muadra who are young or dysha-illiterate must kern every few days. The naturally absorbed energy will escape their bodies one way or another, and daijic don't appreciate triangulating on some fool who hasn't "kerned" (those who just bleed Isho uncontrollably). Ardoth has more than a dozen kerning bays, three of which remain open all night. Eight of the bays are reserved strictly for kerning. No dysha practice or training is permitted.

Humans can temporarily gain the ability to see Isho when they eat the meat of the daij (a sea-going enervor). The first daijic relied solely upon the daij meat for this ability. Modern daijics use sculpted clear crystals. Due to prejudice, muadra cannot become daijic in Ardoth.

Sho-sen

Muadra carry pouches of line-dust and a Tra-map for reading the Isho weather. When caji meet, their fist order of business after displaying their naull is to discuss Shocen "Sho-sen" (the energy weather). By comparing their recent experiences with the local Sho-sen, they can figure out where "Isho-rich" locations might be, and the zones of nullity.

Naulls

The naull orb is a visual statement about the orb weaver's personality. Person's may be asked to display their copra (Isho signature) or may ask others—the idea behind this custom is to clearly expose the stranger's true nature. Younger characters must be careful about who they thrust their crystals upon.

Naull Reading

The copra of the orb's creator is displayed in different colors which maraud about the orb's surface. Isholess creatures (like ramian) can create no naull. The colors in a naull relate to the person's strengths in the various dysha groups. The brighter the color, the greater the mind's pre-occupation with that color group. Here is a list of the dysha groups and the color associated with them.

Shal:	Blue
Ebba:	Yellow
Du:	Amber
Gobey:	Brown
Desti:	Red
Launtra:	Green
Tra:	White

Those "reading" an orb are usually allowed to examine it in great detail. By placing a finger or palm near an area of the naull, the motion of its color slows. In some areas it is a sign of respect to stand at least a foot away from a naull, so as not to alter its form in any way. Should a shantha show his naull, he will surely expect this courtesy.

Positions of Importance

With each of the following titles comes respect and honor. Tauther must submit to the questions asked by those of high status.

Drenn: Citizens of Burdoth. The silver challisk of a Drenn is recognized throughout all civilized realms. Rights of Drennship are granted equally throughout Burdoth.
Kesht: Honored citizens. The kesht are to be treated with the utmost respect. Feminine form: Keshtia.
Daijic: Working with the yords, daijic detect the criminal use of dyshas outside of the kerning bays. Answer the daijic's questions.
Hishtins: These are boccord who train caji.
Kim: Kim members are always Drenn. Show them great respect.

Yordigs and Their Enforcement

The yordigs of Burdoth are rules by which toth, tauther, Drenn and Kesht all live. The yords are the people who enforce these rules. The yordeh are the yord makers. They are consulted when a person of importance is tried before a kim. Those who are accused stand before the kim and plead their innocence. If unconvinced, the kim may sentence the diyorda to any number of punishments. Usually, a short stay in the herris is enough to dissuade any future crimes.

KESHTIA WITH CORASTIN BODYGUARD

SKYREALMS

THE SKYREALM™

KOLOVISONDRA

INTRODUCTION

This Jorune module describes SkyRealms, gives details on many new parts of Jorune, and describes characters and encounters for a campaign involving a particular SkyRealm. You, as Sholari, will be responsible for deciding the basic course of the campaign and its pace, but your players can be allowed great freedom in guiding the direction that the campaign takes.

Your players are in Ardoth at the start of the campaign. If desired, you can have them go through the tothis process in the Hall of Drenn before the SkyRealm adventure gets underway. Otherwise, their progression into tothis can wait for another time.

The Cryshell Citadel of Ardoth is where their tothis begins. The Citadel is located in the northern part of Ardoth and maintains a harbor, the Dharsage Palace, the Hall of Drenn, Museums, and the main kims. Potential tauther are escorted by yords to the Hall of Drenn to receive their challisk and mark their copra upon the wall. Both the Tauther Guide and Player Manual provide information on the tauther process.

SKYREALMS CAMPAIGN
Andrew Leker, Miles Teves, Amy Leker, and David Ackerman
Illustrated by Miles Teves

Typsetting by Metro

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"Kolovisondra rested in an East Trinnu valley for millennia until recent tremors set it free. No longer connected by passages to Mount Erren it floats freely overland, heading east.
Its ultimate destination, unknown."

ISCIN, YURNI HAUTILL LUMBRO,
ERIS 3484

Section 1:
INTRODUCTION TO A SKYREALM

There is hardly a sight more majestic and inspiring on all of Jorune than her SkyRealms. It could also be said that there are no places more sought after. They are the goals of aspiring dharsage rules, the targets of mercenaries and thieves, and the landmarks of navigators. They harbor great riches and are floating isles of uncharted mystery.

In geological terms, SkyRealms are land masses suspended above the ground by crystalline repulsion. Some are Stationary SkyRealms, some are Roving SkyRealms. Their support comes from their solid crystal cores, which repel the rivers of molten crystal (magmatic crystal) which flow beneath the surface of Jorune. Roving SkyRealms travel only over regions of underground crystalline flow.

Type I:
Birth by Seepage

The birth of a SkyRealms can come about in different ways. Hot, molten crystal sometimes seeps close to the planet's surface, cooling over thousands of years. No longer hot and liquid, it is repelled by the molten crystal flowing below. If a rapid volcanic flow of hot crystal breaks through to the underside of the cooled, hard crystal, the repulsion between the hot and cold crystal layers will force the upper level to break free of the ground, forming a SkyRealm. This is the most sudden and explosive type of formation.

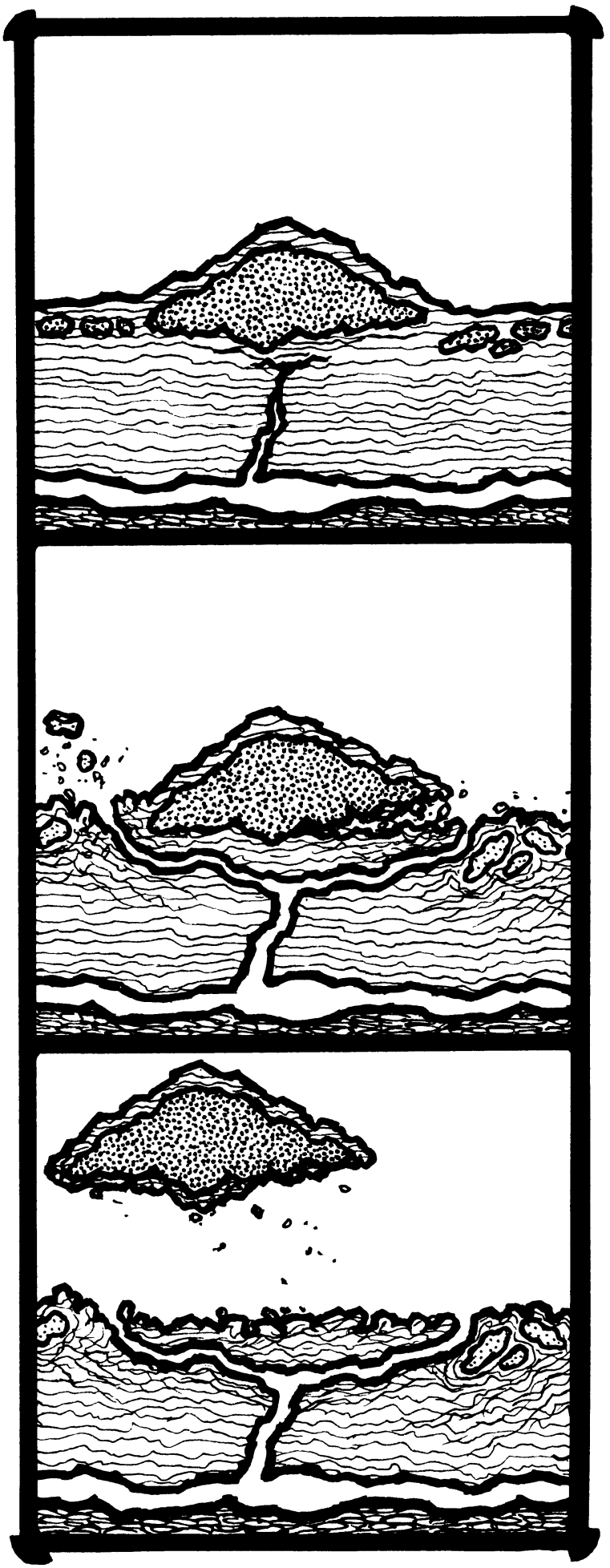
Type II
Birth by Slow Plate Movement

A layer of cooled crystal above a layer of molten crystal will often remain in place, despite the huge repulsive forces acting on it. From repeated disturbance such as tremors or quakes, the cooled crystal sections sometimes work free, giving birth to a SkyRealm. This is the slowest method of SkyRealm creation.

Type III
Birth by Volcanic Activity

Volcanic eruptions of lava crystal often form small SkyRealms. When the crystal cools, it is repelled by the vast quantities of underground molten crystal.

Example of Type I SkyRealm Development



Section 2:
BEGINNING THE CAMPAIGN

The players start in Ardoth, perhaps purchasing items and interacting with locals. Generate some background details if you wish. Here we give a sample description of the player's surroundings.

Shal, Du, and Tra are visible in the daytime sky. In the street, some locals are haggling over the price of rope. Drenn ceremonies are taking place just inside the Cryshell Citadel walls. It is a muggy, midmullin day.

The players are at the Gem Tong, a casual illidge (place to drink), passing a few hours before checking the nearest awss (town square) for news of work or excitement. The Gem Tong illidge has 6 tables, but other than the players and the shast (illidge-tender), the place is empty.

The shast is a tight-lipped human named Kowen (KOE-wen) who serves rusper with a fury. Although in his late 40's, he's quick on his feet.

After a short time, two humans enter the illidge. One is very thin, the other is of average build. Quickly scanning their surroundings, they turn and speak to each other for a moment. Those who successfully make a Listen roll will hear that the two have just come to agreement. Approaching the players, the pair awkwardly introduces themselves.

The first human's name is Naubi (naw-BEE), the second, Shelker (SHELL-ker). Their speech rings with urgency. Shelker, the heavier of the two, asks the players in hushed tones if they would be interested in padding their pockets with a little extra yule (short for gemule. The word "yule" used this way refers to a large sum of money.) He explains that he and some friends are on their way south to a SkyRealm, and are looking to hire some inexpensive guards. If pressed, Naubi will tell of his own talmaron ride from the West Trinnu Jungle Lands, where he left the rest of his party. About a week ago they had discovered a SkyRealm there, teeming with shirm-eh limilate and other spoils. Naubi came to Ardoth to find his friend Shelker. Both are planning to travel by sea back to the SkyRealm. Naubi's talmaron died yesterday afternoon from some sort of infection it picked up since traveling to the SkyRealm. Although the animal is dead, Naubi is fine (the insects on the SkyRealm are devastating to any form of Jorune life. That includes talmarons, thombos, tarro, and shanthas. Pet tarro will become violently ill, and will die without the keether limilate).

Naubi and Shelker offer the players free passage to the SkyRealm, a small amount of shirm-eh limilate (it is illegal, but lucrative, to sell shirm-eh, or even harvest it), and pay of 2 gems each. If the players accept (they had better, or this will be a very short campaign), Shelker will try to get them up and out of the illidge immediately. He explains that he and Naubi have lots of work to do and that the players are responsible for finding a ship to take them to west Anasan. "Don't worry about the price, but make it low," says Naubi as he and Shelker walk out. They will meet the players in 4 hours back at the Gem Tong. The indication is that these guys will pay everyone's passage. What the players have to worry about is food, hardly anything is edible in the East and West Trinnus. Durlig and gerrig don't grow there. Although some food can be purchased in Anasan, players should look into purchasing provisions for travel. Typically, one week's worth of rations costs 20 gemules. Without thombos, the maximum that a player can carry becomes important. A character's Maximum Lift divided by 4 is usually the most that can be hauled around in a pack. A week's food rations weigh 15 pounds. Players can purchase hilc (page 53 of the Sholari Guide) which will allow them safely eat a few of the foods indigenous to the Trinnus.

With a little help from the Sholari, the players should figure out that the best way to find a ship is near the docks, perhaps at a run down little place called the Sherric illidge. . .

Section 3:
TRAVELING TO ANASAN

If necessary, you can bring the players to the SkyRealm quickly by means of a warp. Otherwise let them travel by sea.

Warping to the SkyRealm

If you're desperate to get your players to the SkyRealm, let them encounter a Ca-Tra shantha who will sell them a white crystal and a map of a warp location that brings the players to the SkyRealm (based upon description from Naubi). The distance that the players must travel to is up to you. The shantha will need to use a cle-eshta to find the spot where the warp is to be created. The cost of the ordeal is 2 gems, something that Naubi and Shelker will pay. The crystal is activated, thrown, the warp appears, and everyone walks through, to the West Trinnu Jungle Lands. A SkyRealm looms overhead.

Even if you take this major shortcut, you still need to read the rest of the campaign. Otherwise, some of the essential plot information may elude you. Reserve the "quick-warp-solution" form of transportation for desperate situations.

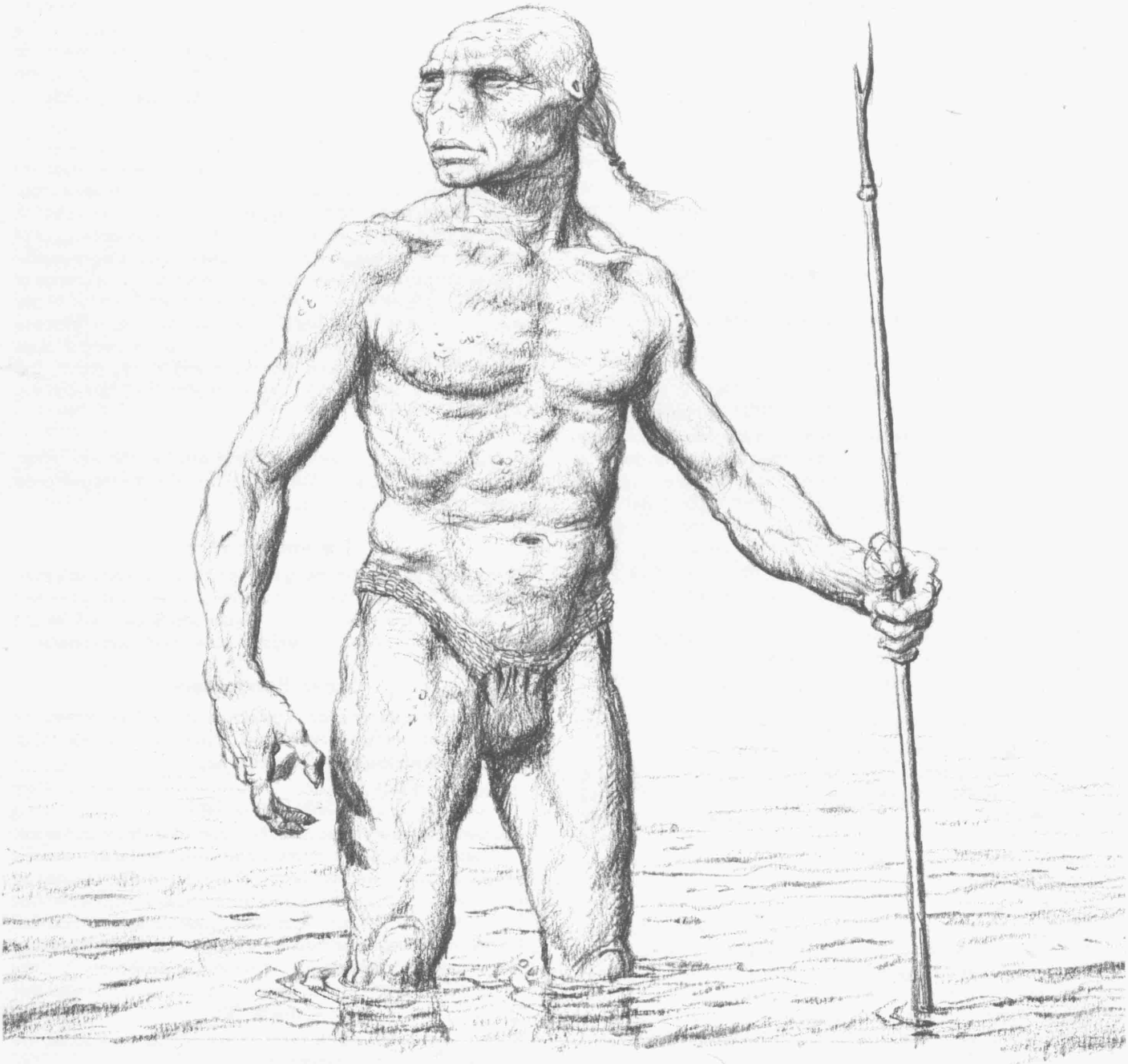
Travel by Sea

It's a wise choice to let the players travel by sea. Warps shouldn't be overused, or they loose their excitement. In case you're wondering, overland travel is out of the question—the journey would take much too long. Jungle travel averages only a few miles a day, and the lands leading to the West Trinnus are scorching deserts through which travel is tedious and torturous. If talmarons weren't so expensive, they might be an option (but they'd all die anyway, once they get to the SkyRealm).

To find out what ships are available, players should contact the local sailors. Crew and ship officers can be found in some of the seedy illidges of Ardoth, whiling away their shore leave. The Sherric illidge is only a few hundred feet from the wharf; the abundance of low-life that patronizes it comes from from all corners of Jorune. Common drinks include rusper, stomeh, wholl, Scolian rusper, and mallmis (for the occasional bronth patron). Page 60 of the Sholari Guide details these drinks.

The Sherric illidge is typical of those found in the area; it is a dank, musty place, teeming with the scum of Ardoth and the crews of berthed ships. Its facade looks decent enough, but inside the decrepit wooden structure is the stench of piled garbage and sweating sailors. Beagre infest the heaps of refuse in the back of the building. Fights break out in illidges from time to time. Player characters who fail on their etiquette rolls have a chance of starting a fight, but a bonus of 60 points is given on the roll (they aren't *too* common). Those who show no manners may find themselves pinned to the mucky floor, crushed by the reeling weight of a foul smelling, drunken boccord.

When the players enter, human musicians are being hooted and booted from the Sherric illidge; the crowd did not appreciate their "cultured" melodies. A raunchy, thivin band is cheered to the stage. They soon appease the rowdy mob with the wild cacophony of their dichandra stones. The place will be under control in a few minutes.



Salu, Returning From the Hunt

Ships Traveling to Anasan

In the main port of Ardoth (not in her citadel), are berthed four ships which are heading south and can take the players to western Anasan. All are leaving within the next few days. They are described below.

The Geshan

The first ship is the passenger vessel Geshan (gesh-AN), owned by Roewah (ROE-wau), a woffen from Anasan. Roewah can be found in the illidge, gulping stomeh to excess. His Salu Chausis is in fine shape; its crew of woffen, humans, and boccord get along decently. The ship has no need of additional crew, but will take passengers. The price for the Journey to northern Anasan is 20 gemlinks, but includes luxurious accommodations. Although Roewah is polite enough to listen to lesser offers, none will be accepted, and he is not interested in barter. The ship is fast, and will complete the journey in 10 days. The Geshan leaves tomorrow.

If the players choose this ship, it will cause an uproar with Naubi and Shelker. 20 gemlinks per person is more than they had in mind. Although peeved at the price, they will pay everyone's passage.

The Trenson

The second ship is the Trenson (TREN-sin) and is also of the Chausis class. Owned by Mauri (mau-REE), a human woman native to Ardoth, the vessel is primarily a freighter, transporting cargo from place to place. It is headed down to Anasan to deliver a shipment of ahji (AH-jee), a banana-like fruit. Once there, it will fill its holds with lothern (native to the Anasan forest regions). Although not especially clean or fast, the ship does provide means to the Trinnus. Passage is 3 gemlinks, but the ahji carries diseases that have a good chance of affecting the players. The Trenson leaves early the next morning and arrives in Western Anasan 15 days later.

The stench of the ahji is hard to bear, and it carries spores that cause sickness. Crew members stuff rolled chote leaves up their noses to avoid the sickening stench and the illness it brings. With a 3D6 roll higher than a player character's Constitution, ahji illness sets in. Ahji sickness means nausea, vomiting, and fever, all in all, the makings of an unpleasant trip. Strength and Stamina fall to half, and the character takes one minor wound every day, as well as a superficial wound assessed to a random body location. These minor wounds are the result of infection; soon, after the illness sets in, swollen, fluid-filled welts will form. They become minor wounds if drained. After D6 days, the symptoms will subside, but the wounds will still take time to heal.

Players meet two human crew members of the Trenson in the Sherric illidge. Although cordial, both have the tell-tale chote leaves in their nostrils (they've forgotten to take them out). They describe the ship, Mauri the captain, and the—unpleasant—cargo to the players. Although a little slow, the Trenson's a bargain. If this is the ship that is chosen, Naubi and Shelker will be very pleased, that is, until they smell it.

The Kurlew

The third ship is also of Ardothian origin. The Kurlew (KER-lew) is owned by Shomber Krirrisso, a human male. He's in his late 40's, and runs his ship with an iron fist and a steel will. His temper makes life miserable for most of his crew, a group of underpaid humans and Isho-illiterate muadra. Passage on this ship is 2 gemlinks, and requires that passengers help out in ship duties. The trip will be slow, taking 14 days. The Kurlew is traveling to Anasan to pick up an illegal shipment of shirm-eh limilate (not at all connected with the SkyRealm. Players who mention the SkyRealm or its shirm-eh will be making a *BIG* mistake). The captain makes no reference to the ships eventual cargo and the expression on his face doesn't say "Ask me." Shirm-eh trade with ramian is excruciatingly illegal, but to the captain of this ship, it's all his business.

Players meet Dorrem, the boccord first officer of the Kurlew. Although short on words, he makes a good impression. Naubi and Shelker have heard of the infamous Krirrissco before. Although wary, they'll travel on this ship if the players so choose.

As passengers of the Kurlew, players will have the opportunity to eat food prepared by Tlerrik, a fiery old human ship-cook. He stands over the crew as they eat, just to make sure there aren't any complaints. Anyone who makes so much as a peep about the quality of the food will spend the next 6 hours husking coditch.

The Thobren

The fourth ship is of Dobrian origin. The bronth crew members are all ex-military, each having served in Crendor for three or more years. The ship is owned by the government of Dobre, and is both a cargo ship and a passenger vessel. At this time, it's coming out of dry-dock after the lengthy removal of kidikyle (barnacle-like crustaceans). Passage is 50 gemules, and characters have a chance of picking up one entire skill level in bronth etiquette from the 12 day voyage. If 3D6 is rolled less than a character's Learn, increase bronth etiquette by one notch. This is the result of being in close quarters with well educated, mannered, and friendly bronth. The ship leaves in 3 days, and takes another 12 days to reach the Trinnus.

Although Shelker complains that he doesn't like the way bronth smell, and both agree that the ship is a little slow, the bargain price makes the Thobren acceptable.

The Armored Wing

The players can forget traveling on this ship, and will probably even be refused a look-see aboard. At 3 gems per person, only the very rich will be traveling aboard her. Naubi and Shelker will flat out refuse to pay the price of passage on board this floating palace.

Ocean Encounters

Ocean travel does not need to be jam-packed with excitement; it's the SkyRealm that's waiting for the players. Here's a short list of possible encounters that take place at sea.

Salu Encounter

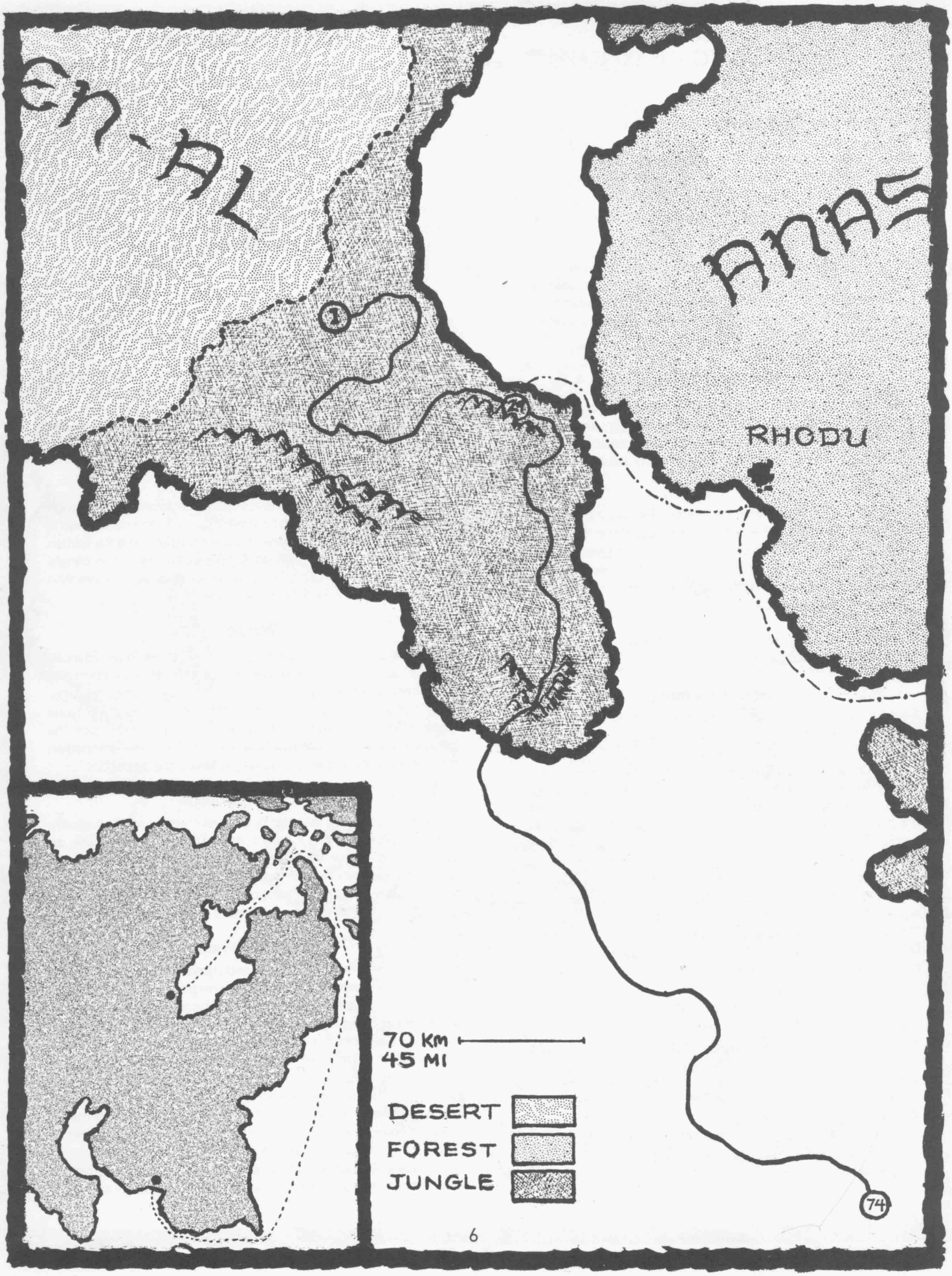
The salu race live in the oceans of Jorune. They are the builders of the Salu Chausis, fastest and best built vessel on Jorune. At some point during the ocean journey, let the players' ship be boarded by salu. They will be interested in the destination and cargo of the ship. Decide for yourself what the captain of each ship would do, but keep in mind that this encounter is meant more to be *interesting* than *bloody*. Salu are, after all, a basically peaceful race.

Vodra at Sea

Spice up life at sea with a vodra encounter. The more vodra, the more adventure—don't destroy the ship.

Raging Storm Brings Creshi on Deck

Look out! Creshi get thrown on deck by high seas. Players will definitely want to stay below decks in bad weather. Unfortunately, on the Kurlew, they have on-deck duties to perform. These creatures have a defense size of -4, Attack Strength -1 (with their teeth), an Attack Success of 11, and a Defense Success of 11. Creshi are + 5 to be hit by both hand-to-hand weapons and range weapons.


RHODU
70 KM
45 MI
DESERT
FOREST
JUNGLE
74

Section 4:
FROM ANASAN TO THE SKYREALM

Anasan

The ocean journey will put characters in western Anasan, at the dingy port city of Rhodu (row-DOO). Mainly populated by woffen, Rhodu is also home to humans, boccord, and muadra, and has a sprinkling of other races as well. The first thing that the players notice as they near Anasan is the heat. Every day is a real scorcher. The only thing that makes the weather bearable is the lack of humidity.

The players stay on the docks while Naubi and Shelker find transportation. After an hour or so, the pair returns, and whisk the players onboard the Taynk, a small woffen ship; this vessel will take them on their 15 hour voyage across the Rorae Sea (roar-RAY), over to the West Trinnus and the SkyRealm.

The West Trinnus

The unpleasant climate takes a plunge towards barely tolerable as the players near the West Trinnus. The thick, muggy air, is never dry. Effusive sweating is predictable, and will be unceasing. In especially easy jungle terrain, ten miles of travel are possible each day, optimistically. Five miles a day is typical.

Taken a few miles inland into the Western Trinnus, the party leaves the Taynk and takes to the hot, sticky jungle. Primarily green, the Trinnus are known for their blue vegetation, and spotty patches of rust color. The odor of rotting vegetation permeates the Trinnus. Although tolerable with time, the first few days of these conditions makes everyone miserable.

The Taynk drops anchor in a small cove hidden from prying eyes, and waits for the party's return.

Eating in the Trinnus

Save for a few roots here and there, nothing in the Trinnus is edible by humans. Packed food will sustain those who planned ahead. The hilc limilate is especially valuable here (see page 53 of the Sholari Guide). Although it doesn't add to the flavor of the foul tasting Trinnu Vegetation, hilc makes it safely edible by players. If hilc is not ingested a full day before eating the Trinnu shrubbery, or if a person's diet is altered too drastically (straight from durlig to jungle vines), digestive problems will be swift and unpleasant. Horrible cramping will occur every few hours, reducing all skill proficiencies by 4 levels, creating a -5 to Advantage, and cutting in half Color rating, Stamina, Strength, Agility, and Speed. Although arrigish will quell the symptoms of this disorder for an hour or so, nothing speeds recovery, which usually takes about a week (use D6 + 4). A scedri cloth (SKEDD-ree) which has been soaked in a single dose of arrigish has the same effect as the arrigish itself.

Trinnu Trees

The pungent, slimy Trinnu trees rise 60 to 100 feet above the jungle floor, blocking out the sun. Their gnarly branches and twisted trunks seem to be a perfect invitation for climbing, but their surfaces are forbidden to humans. Any non-shanthic flesh that comes in contact with the glispine (glisp-PEEN) trees becomes blistered and swollen. Although only superficial wounds, they are painful. Arrigish will heal such wounds overnight—until then, characters will be at a 5 point penalty using a blistered body part (+ 5 to hit with a hand weapon, + 5 to use a bow or a pistol).

Spotting the SkyRealm

With the heat, humidity, and overhead canopy, spotting the SkyRealm isn't easy. Visibility is, at best, only 20 miles in the jungle, even from a high point. Based upon Naubi's position when he left the SkyRealm, and the course it was following, the party travels west. In two days, they will cross a mountain range which obscures the position of the SkyRealm.

From the ocean, the SkyRealm can be seen floating over the horizon from a distance of 50 to 75 miles. It travels approximately ¼ mile per hour, covering 6 miles (10 kilometers) each day, just about the same as the maximum overland travel rate for people.

Getting onto a SkyRealm

The three main ways of traveling to a SkyRealm include talmarons, warps, and Jaspian Crystal Ships. SkyRealms resting against the sides of mountains can sometimes be boarded. Those which have been inhabited in the past may have ropes hanging from them (for yet another method of entrance).

Talmaron

SkyRealms average an altitude of 2000 feet (1 kilometer). Although a considerable upward climb for a talmaron, they can be reached in 10 to 15 minutes, depending on the wind currents, and the burden carried. Their rigorous upward flight will tire them completely. Although not usually stubborn, a talmaron will object to more than one or two trips to a SkyRealm each day.

Warps

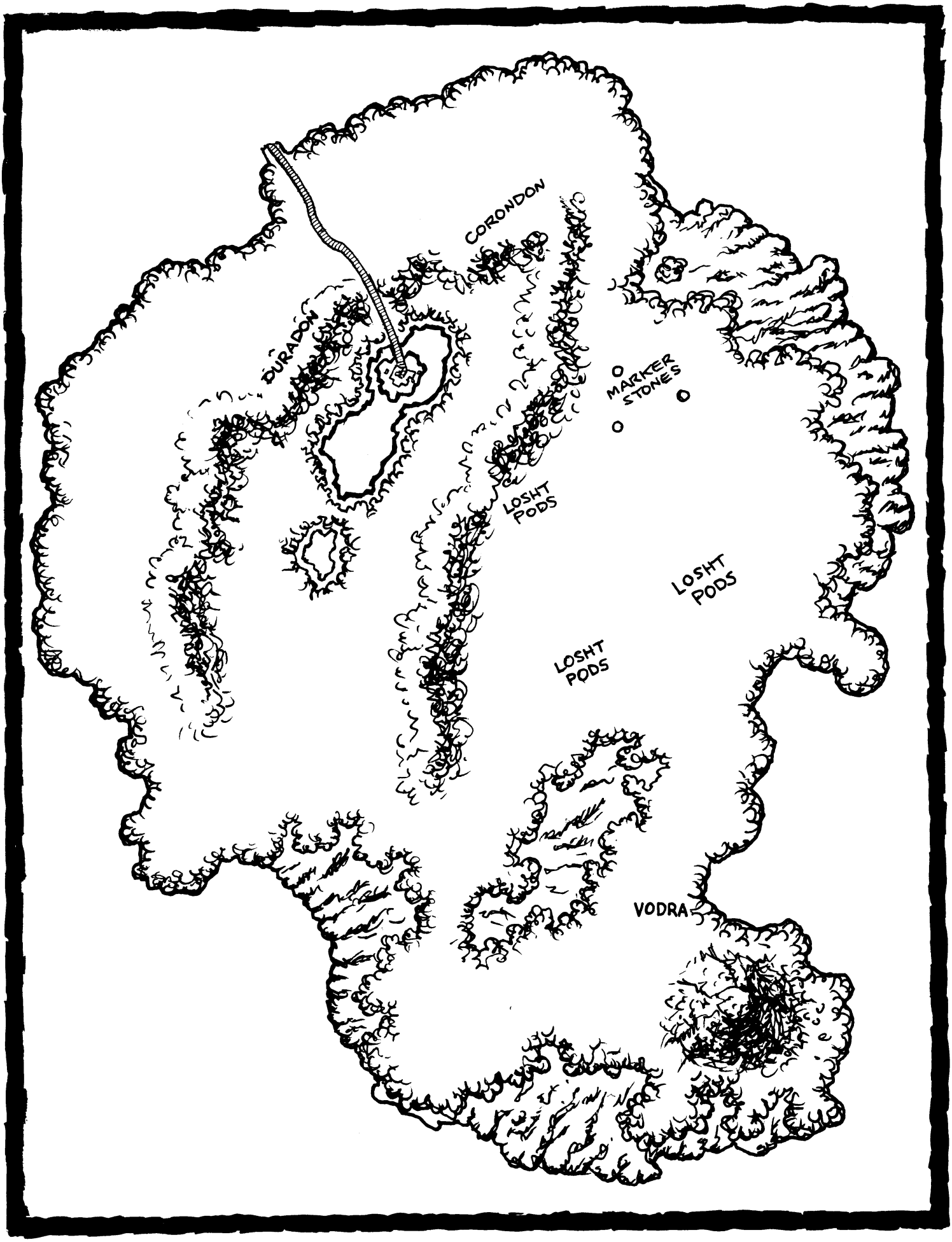
Review the description of warps on page 47 of the Player Manual. Every location on the planet has a partner-location to which it is connected when enough energy is expended. Typically, larger white crystals are used to make the connection, although the dysha "Create Warp" is known to advanced caji. Depending upon the Isho geography of the area and the amount of energy expended on the warp's creation, it will have many different characteristics.

Physical Description

To a single observer, a warp looks like a rectangular window, usually 2 to 3 meters tall, and 1 meter wide. Through this window, an observer can see the other side of the warp. Every observer sees a flat rectangular window, although from a slightly different perspective. The view through the rectangle rotates as an observer walks around the warp, revealing a full view of the partner location.

Matter and Warps

The presence of matter deforms and displaces warps. Especially unstable warps must be entered by jumping or running. Otherwise, they shift out of the way when approached. Objects and people can come as close as 5 or 6 feet of a typical warp without forcing it to drift. The lifespan of a warp depends upon the nearby Isho flow; a powerful Isho breeze will fell a warp in less than a minute. In calm Isho regions, warps have been known to last for hours. Warps can also fall from other disturbances. The kerning of a muadra will fell a warp in seconds, and in cases of extremely unstable warps, matter passing nearby or through the warp might be enough to bring it down. When warps fall, the Isho used in creating them is given off as a ripple in the currents of the Isho wind. Although not harmful or useful, such telltale ripples can be detected by boccord and caji.


CORONDON
DURADON
MARKER STONES
LOSHT PODS
LOSHT PODS
LOSHT PODS
LOSHT PODS
VODRA

Shanthas can create permanent warps where a warp has been opened, by implanting large crystalline rods deep into the ground. The rods gain Isho from the surrounding underground currents, bleeding it into the warp as needed to maintain its stability. Some such warps last for thousands of years before their crystal rods are destroyed by geological activity.

A Warp's Destination

Although not random, the destination of a warp cannot be easily predicted. Entire areas "map" into other areas. These mappings are very stable; they change little with the years. As mentioned, matter's presence causes warps to drift, slightly changing their mappings. Based on this, it is easy to see how one hundred million tons of dirt and crystal might have an effect. Warps created on top of SkyRealms usually warp to other locations on the SkyRealm, often, not far away. There will usually be a few spots that warp down to the surface. On roving SkyRealms, the ground locations constantly shift, never straying more than a few miles from the SkyRealm.

Crystal Air Ships

The peoples of Jasp are the builders of the Crystal Air Ships, which navigate over channels of molten, subterranean crystal. Tons of hard, cooled crystal from the underside of a SkyRealm are melted down and forged into a cubicle grid which is then lowered off the SkyRealm, and mounted into a ship. The repulsion quality of the crystalline grid diminishes gradually when heated by a small furnace, yet returns when allowed to cool. Vents surrounding the crystalline lattice are opened to speed cooling. Large, narrow, sails billow above the deck, catching the wind, and making navigation possible.

Section 5:
DAILY JOURNAL OF
THE KOLOVISONDRA SKYREALM

The Kolovisondra SkyRealm was born of volcanic activity in the Erren valley. For a thousand years it was inhabited by shanthas who built an observatory upon it. A bridge was built between Mt. Erren and the SkyRealm that rested against it. Huge crystalline stakes buried deep into the ground beneath the SkyRealm neutralized Isho currents, and therefore kept the SkyRealm from drifting. Recently, a powerful quake splintered these stakes into shards, releasing the SkyRealm from its millennia-old perch. Drifting slowly over the underground molten crystal flows, the SkyRealm is headed south east.

This SkyRealm was discovered by Burdothian limilate seekers combing through the West Trinnu Jungle Lands. After brief exploration, they sent Naubi, their youngest, back to Ardoth by talmaron to get Shelker and to get a ship to transport the shirm-eh. Primitive natives, indigenous to the area referred to the SkyRealm as "Kolovisondra," (protector of the valley).

Two days after Naubi left for Ardoth, the SkyRealm passed within miles of the Rorae Sea. A ramian ship sailing just off these waters sighted the SkyRealm. The Gire (ramian pirates) aboard sent a scouting party to investigate the SkyRealm. They returned with news of shirm-eh. Twenty-five ramian have stayed on the SkyRealm to scout it out. Their ship headed to northern Sillipus, where a companion vessel waited. Both ships reach the Rorae Sea 14 days later. All of their talmarons caught a disease upon initially reaching the SkyRealm, and died weeks ago. With no means of getting ramian on or off the SkyRealm, the ramian stranded upon the floating island have been weaving rope to lower to their ships once the SkyRealm reaches the ocean. Ramian are terrifically swift climbers.

Here is a day-by-day journal of Kolovisondra's wanderings.

1: Tremor brakes crystalline stakes set by shanthas to neutralize the SkyRealm's movement from underground Isho currents.
2: Kolovisondra SkyRealm drifts from its valley home. The bridge connecting it to Mount Erren is snapped off.
3: The thundering of Kolovisondra's violent release from its mountain attracts attention from nearby Burdothian limilate seekers.
4: Kolovisondra picks up speed and starts on an eastern course. The limilate seekers watch it exit the Erren valley. They venture to the SkyRealm by talmaron and discover shirm-eh limilate.
5: Naubi, one of the limilate seekers, travels by talmaron to Ardoth to contact friends and hire some guards. The trip to Ardoth takes 5 days by Talmaron. The rest of the party is left on the SkyRealm to prepare shirm-eh for transport. They have their own talmaron.
7: A ramian Gire ship, just off the West Trinnu coast, spots the SkyRealm, and sends up 25 ramian scouts by talmaron. The vessel travels to northern Sillipus to get her sister ship.
10: Talmaron rider reaches Ardoth, contacts Shelker. The players are hired and passage onboard a ship to Western Anasan is arranged.
11: The Trenson leaves for Western Anasan.
12: By this day, all ramian talmaron are dead, and the ramian are stranded.
13: The Thobren leaves for Western Anasan.
14: The Roewah and the Kurlew leave for Western Anasan.
19: Rough seas make the creshi encounter possible. Ramian ships are detoured by the storm. They anchor at a small island to repair.
23: The Roewah arrives in Western Anasan.
24: The Thobren arrives in Western Anasan.
25: The Trenson arrives in Western Anasan.
27: The Kurlew arrives in Western Anasan.
28: A rumor of the huge, shirm-eh laden SkyRealm has reached Khodre's Dharsage rule. Naubi and Shelker discussed its location in public and were overheard. The Ardothian Council still knows nothing of the SkyRealm.
29: Kolovisondra bumps into a mountain range. It will remain lodged against mountain peaks for two days.
30: Players probably make their way up to Kolovisondra on this day. They find the rest of the party that Naubi came from.
31: The SkyRealm is on the move, once again.
32: Ramian Gire ships off of the West Trinnu coast.
33: Kolovisondra's tips down from a rapid Isho flow. Water from the SkyRealm's small lake floods the surrounding area. Rock slides occur around each of the mountains. Another 15 feet of the bridge break off.
34: Dharsage forces are mobilized to gain control of the SkyRealm's shirm-eh. A Jaspian Crystal Ship is diverted from the north eastern Dharsage SkyRealm. Everything is kept hush-hush. The crystal ship takes a long course to the Western Trinnus that avoids passing over populated areas.
35: Ten ramian a day start boarding the SkyRealm.
40: All ramian talmaron are dead. No more ramian can enter or leave the SkyRealm. The voracious, biting insects on the SkyRealm are deadly to most Jorune natives.
49: Kolovisondra impacts another mountain. It will remain there for 2 hours, long enough for anyone who wants to leave to do so. The non-player characters are going to stay for a few more days; they haven't collected as much shirm-eh as they want.

53: Kolovisondra floats over the Ash-shen Sea. Ramian ropes hung from the edge bring most of the ramian force up to the SkyRealm over the next day.

55: The dharsage-controlled Jaspian Crystal Ship arrives at the SkyRealm. Khodre forces hop on board, and clash with the ramian.

60: The Ardothian Council learns of the SkyRealm's existence. Diplomatic fervor boils between the two halves of Burdothian rule. The council is outraged at Khodre's unabashed defiance. In what is seen as a rash move, the council insists upon the return of the crystal ship; they will send their own fleet to deal with the ramian.

61: Khodre Dhardrenn recalls the crystal ship and claims that all the shirm-eh it carried has been destroyed. Although the recall was against Khodre's wishes, once word of the whole campaign gets out, his popularity will be noted as the force behind the slaying of ramian from the skies.

73: Ardothian fleet nears the SkyRealm and ramian ships. Huge ocean disturbances prevent them from getting very close to the SkyRealm.

74: Eventual fate of the Kolovisondra SkyRealm. The huge mass of the SkyRealm affects local warp mappings, opening a huge ocean warp north of Sillipus that swallows the SkyRealm. The ramian fleet, busy harvesting the shirm-eh is drawn into the warp as well. Their fate remains a mystery. . .

75: The Ardothian fleet returns home with news of their glorious assault on the ramian fleet.

Section 6:
WHAT IS ON THE SKYREALM

The Kolovisondra SkyRealm has many features which your players are likely to explore. First, players will travel with Naubi and Shelker to the location of their friends' camp. They find the camp, but not their friends. As Sholari, decide whether the ramian have killed their friends, or taken them prisoner. It is also possible that they have set up another camp. Base your choice on what you want the players to do. If you want them to stand guard duty, let the Non-Player Character limilate-seekers show up soon. If you want the players to have a lot of freedom, the NPC's have been killed by ramian or trarch. At this point, you might even want to let the players go their own way, without Naubi and Shelker. Let the players explore the SkyRealm.

Note that in their greed, the limilate seekers will not waste time checking out the island. Caution is thrown to the wind; to them, nothing could be as interesting or profitable as the shirm-eh.

Physical Description of the SkyRealm

The smell of the SkyRealm is different from the jungle floor. Some would say it doesn't smell as bad. Others would disagree, and say that the smell of rot has only been replaced with some inexplicable odor reminiscent of rotting durlig.

The Isho instability of the SkyRealm is great. Void of Isho all these years, it is like a vacuum, sucking up Isho rapidly from the surrounding regions. The Isho weather will be wild. Add 2 to the 2D6 die roll for Isho weather each day.

Ramian

There is the ever present threat of a ramian encounter wherever the players travel. The ramian are scouting in small groups of 1 or 2. When the players first make it to the SkyRealm, the ramian invasion had not truly begun. By the 35th day of the SkyRealm's mobile life, the ramian count is high, and still climbing. Treat a high roll on a 2D6 to indicate a ramian or trarch encounter. The trarch occur in groups of 3 or 4, and usually carry clubs.

Page 23 of the Sholari Guide has details of the ramian race.

The ramian encountered are wear no armor; they are mercenaries, looking for shirm-eh. Although it exists in abundance on the SkyRealm, it grows only in patches. The Gire are scouring Kolovisondra's surface looking for this healing limilate. This will take them everywhere but the shanthic observatory located on the island in the lake's center. Shanthic objects are somewhat taboo to ramian, and entering shanthic buildings is right out. These ramian attack viciously, and take no prisoners.

The ramian Gire encountered carry ramian hard-words and bolas. Treat ramian hard-swords as swords, but add 1 to the injury roll (and another + 1 for their Size Modifier). These particular ramian scouts are better than average with their bolas, treat them as skill level 4 with this weapon, giving them a -4 on bola attacks.

Ramian and their Trarch

Ramian employ trarch as a slave labor force to row their ships and serve as first wave offense. Trarch closely resemble humans, although they are only semi-intelligent. They are mutant humans descended from the original colony members. Trarch are most commonly found in Voligire, Drail (their place of origin), and the southern part of the Dobre continent. It is only through ramian transport that they end up in Voligire.

Trarch are talented stalkers. Their survival skills are better than those of humans. Their eyesight is keen, as is their hearing. Although not tree-dwellers, they are excellent climbers.

They have developed no language of their own in the wilds of Drail; there they grunt, or remain silent. In Voligire, they speak the ramian tongue. When in contact with other intelligent life, they are usually enslaved.

Trarch

ADVANTAGE:	+0	SIZE MODIFIER:	+0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	3D6 (10)
PERCEPTION:	+3	COLOR:	3D6 (spread)

Averages are marked within the parenthesis ( ). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Other People on the SkyRealm

Other Burdothians and people from Anasan might also be finding means to enter the SkyRealm. The campaign might get too complex if players team up with parties of non-player characters—it might be wise to keep contact to a minimum (there are more ramian aboard then everyone else combined[8]. If the players do run into humans, there's no need for them to stay together for very long. Everyone has their own objectives here. Burdothian officials wouldn't want to have anything to do with a couple tauther romping on a SkyRealm, except possibly arrest them for intent to sell shirm-eh.

As previously described, the life expectancy of a talmaron (and all other forms of Jorune life) is nil once it visits the Kolovisondra SkyRealm. The nasty blue bugs flying around are the cause. Humans are unappetizing to these critters; shanthic life fills the bill. Only those shanthic creatures which have lived on the SkyRealm for thousands of years are immune to the venom of these insects. Some duradon, vodra, and Dhar Corondon exist on the SkyRealm unaffected by the insect bites.

Limilates

Every once in a while, roll 2D6 to check for limilates. High rolls indicate that the players have come across them in some form. Another 2D6 roll is made. High rolls indicate shirm-eh, low rolls indicate some random limilate. It usually takes a minute or so to harvest a plant, and longer to extract a root.

Dry Crystals

Dry, Isholess crystals litter the SkyRealm. Their energy has drained over the millennia. They can be taken for use in crystal armor.

Kolovisondra Weather and Winds

Winds can be great, especially on the edges of the SkyRealm. Although we list no special roll for falling, players should take care when walking on the exposed crystal surfaces of Kolovisondra. Normally, there is very little wind—the weather on the SkyRealm is hot and humid. A breeze is a rare and treasured fluke.

An occasional fog will envelop the SkyRealm. When this happens, visibility drops to zero. Players will be lucky if they can see 5 meters in front of them. .

Losht Pods

Kolovisondra's perch on Mt. Erren was not far from the western edge of the Trinnus, where jungle becomes desert. Losht pods from this desert (see page 43 of the Sholari Guide) have occasionally drifted over the Trinnu lands and are now buried under brush and heavy loam. Players on the SkyRealm who step on a losht pod suffer the normal hardship, but are also eaten alive by the fierce, 3 inch long, blue, mosquito-like Jorune insects that are attracted to the endosperm of the losht pods. The slime on the underside of the SkyRealm will ward off these critters, but there's hardly a chance that anyone will know this (unless one of the non-player characters is especially bright). The bites of the insects will create welts all over the body that swell up, but become wounds only if picked at. A person gains D6 new welts each day until the insects stop biting (when there's no more losht pod endosperm to eat); usually one week. Assess welts to random body locations. The welts each last for one week. Arrigish limilates speeds recovery from the welts to 2 days, but makes the healing quite painful. Each welt becomes a superficial wound for one day, then heals on the next.

Marker Stones

Every few hundred feet of travel, players will observe large, cylindrical marker stones, placed there by shanthas. Their purpose is not revealed by any investigation that the players may embark on.

Kolovisondra Picks up Isho

For the first time in thousands of years, the Kolovisondra SkyRealm is again picking up Isho. For all this time, it has been Isho poor (a result of the crystal grounding-rods). The creatures native to the SkyRealm are, only now, being exposed to an Isho rich environment. Many creatures, like scragger and beagre, will become irritated and violent; at the same time, creatures which rely upon Trasense for sight (like scragger and beagre) will have trouble seeing. They are used to an Isho twilight, and now it is as if they are looking into a spotlight. Penalize all attacks made by native Jorune life by 5 points for Advantage and roll to hit.

Non-Intelligent Creatures on the SkyRealm

Page 33 of the Sholari Guide contains the method used to generate random wilderness encounters. You may use these charts (add 15 to die rolls), but be sure to expose players to an encounter with vodra, duradon, and a corondon. They shouldn't be expected to kill these creatures—give them a run for their money. The duradon will certainly try to pick someone up and drop them on the exposed rock area of the SkyRealm. The corondon will be on a wild rampage, tearing up the jungle.

Section 7:
PLACES ON THE SKYREALM

The Bridge

When Kolovisondra was next to Mount Erren, it was connected by a bridge, since severed from the SkyRealm's northern edge. Made of stone, this bridge is beautifully carved with shanthic engravings which, if translated, describe the furious rumbling of the ground which preceded the SkyRealm's birth. The shanthic name of Kolovisondra is also engraved; it is L'loshu (l-LOW-shoe), or high jungle. The underside of the bridge has had a hideous fungus rot for millennia. Those who find a way to venture beneath will be taken aback by the foul smell. This dark growth is very sticky, and can only be removed by heat. Although it causes no harm if it contacts flesh, it will remain for days, even weeks before it, and its smell, can be forgotten.

The Shanthic Observatory

Perched on an island in the middle of L'loshu's biggest lake is a shanthic observatory. It connects to shore via a stone bridge. Although long since emptied of any shanthic artifacts, the observatory itself is a sight to behold. The ceiling of the ruin has many purposeful slits, for tracking the course of planets and the Jorune moons.

If the party spends more than 5 minutes at the ruins, make a spot roll, using the highest Spot chance of any party member. If the roll is successful, the players have come across a shanthic alter located down the bottom of an obscure passage. A carved stone sphere suspended on a pillar depicts the surface of the moon Shal. It is encrusted with 7 blue crystals, all of which glow. These crystals are active; if touched, they inflict 3D6 points of Stamina damage and a superficial wound to the body location that made contact. If chipped out with knives, they deactivate, becoming normal blue crystals.

If even one of the crystals is touched, the seven large stone cylinders will rise from the lake's floor. They stand 30 feet above the surface of the waters. At the same time, any crystal dust carried by players (Iscin and caji both usually carry a little for testing the Isho weather) will become unbearably hot, burning a hole through whatever containins it. Vaults of crystal dust located in hidden stone chambers make themselves known as light streams out of cracks in the walls and floor. After 5 minutes, the dust will become hot enough to melt, and will drip out of the walls (not enough to hurt the players, just enough for them to see). At the same time, the SkyRealm will fall about 30 meters in 10 seconds (a hectic elevator ride!). The SkyRealm will rise back to its normal level in a few hours. At this time, the stone cylinders will return to the lake floor, and any hot crystal dust will cool.

What has happened is that through the purposeful shanthic architecture, the entire region of the SkyRealm has gained the attributes of a giant cle-eshta. The players are not at all skilled in using these devices. Shanthas constructed the observatory as both a tool for amplifying signals observed in the heavens and for analyzing Isho flows and warp mappings over the planet's surface.

Back to the crystals for a moment: Those who suffered the nasty affect of the blue crystals while they are imbedded in the stone will suffer from fainting spells every few days. Although the wooziness lasts only a few seconds, it will cause the players great annoyance. If a shantha is sought, the cure is simple; non-shanthic methods have no effect upon the ailment, and will be both painful and expensive. A shantha can provide relief through the use of a cle-eshta. The affected person places palms along the top of the cle-eshta as the shantha uses the device. A painful blast of energy from the Desti group (treat this as a lightning blast injury, but subtract 4 from the 2D6 die roll). Additionally, 15 Stamina points are lost. If knocked unconscious from the "cure," characters will sleep for D20 hours. When they awaken, their Color rating will have increased by 1 point.

The blue crystals in the stone replica of the Shal moon channel energy from the base of the pillar in a specific, *sculpted* form. The intent of the energy was to temporarily boost a shanthas Isho perception to aid in observation. The minds of other creatures are so primitive in this sense that random dizziness and unconsciousness occur. The help of a shantha untangles the neurological mess that the crystals started, leaving characters with a permanent Color rating increase.

The Large Lake

The lake is surrounded by a kelp-like vegetation that grows both on land and on the water. It completely obscures the lake, making it likely that someone will venture too close and find themselves in the crystal clear water. Those who swim in the lake surrounding the shanthic island will find the water to be unusual in only one way: vicious, fresh water creshi will snap at any Isho that enters. These creatures have a defense size of -4, Attack Strength -1 (with their teeth), an Attack Success of 11, and a Defense Success of 11. Creshi are +5 to be hit by both hand-to-hand weapons and range weapons. Creatures which have been contaminated by the slime under the bridge will not be attacked by creshi.

Beneath the SkyRealm

The lower side of a SkyRealm is for the most part, a mucky, smelly place. Spores, molds, and fungi grow year round in these damp, lightless areas. It is possible to venture to the underside with rope and spikes, or by flying with a talmaron. A careful investigation (and a successful Spot roll) reveals a passage under the southern tip of Kolovisondra which exits near the top of the tall, southern mountain. Its origins are shanthic. The lower location was used as a warp-entry-point when the SkyRealm was stationary. Now that Kolovisondra wanders, the passage entrance corresponds to a constantly changing ground-based warp location.

Rolls of 6 or higher on 2D6 indicate a ramian encounter while traveling the passage.

Section 8:
DESIGN NOTES

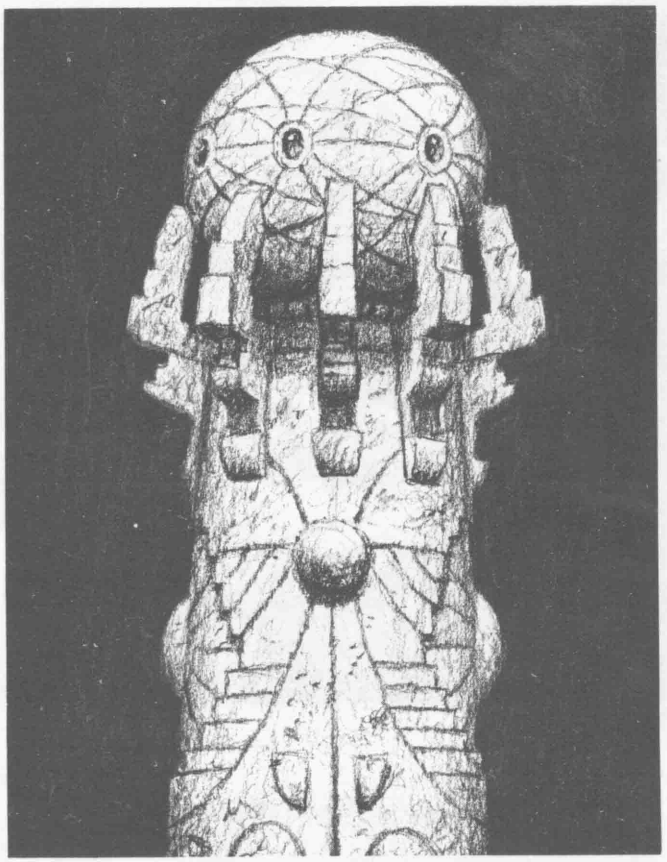
There is no association between shanthas and water. The observatory is located on the island only because of its flatness.

This is not your typical SkyRealm. Most SkyRealms are stationary, and do not have a history quite as rich as this one. The shanthic construction and support of the SkyRealm are equally rare. We chose a more sophisticated SkyRealm to give you ideas of their diversity.

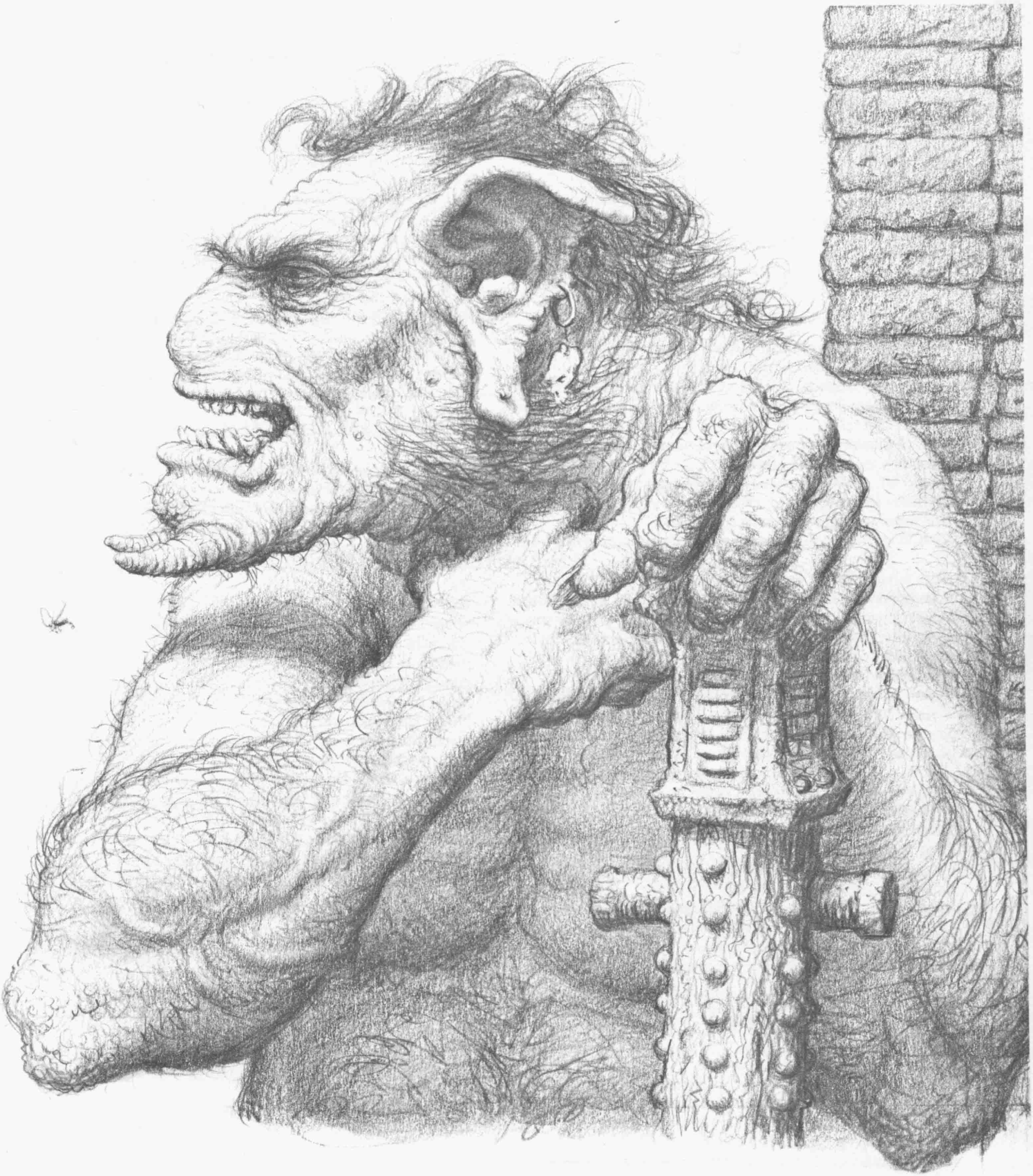
Feel free to use trarch in your own campaigns. Although they are often found with ramian, they are nothing like the subservient scarmis. They would gladly end their slavery, but lack the intelligence and numbers to effect a capable uprising.

The SkyRealm controlled by the Dharsage rule of Burdoth is located just south of the city of Sychill, nestled in the mountains ranges there. Khodre has 3 Jaspian Crystal Ships at his disposal here. These ships can fly only over the underground crystal flows, but the rivers of crystal lava are diverse enough to permit extensive travel. No crystal flows come closer than 60 miles to Ardoth.

SHANTHIC ALTAR



The Sea-Weary Captain of a Ramian Ship Turns a Deaf Ear to the Warnings of His First Officer



Tlallub, the Trarch, Awaiting Ramian Command

Glossary and Pronunciation Guide

Careful on the following pronunciations:

dysha (DIE-shuh)
muadra (MAW-druh)
copra (COE-pruh)
caji (CAW-gee)
shantha (SHAN-thuh)
Shal (SHAWL)
Ebba (EBB-buh)
Du (DOO)
Gobey (GO-bay)
Desti (DESS-tea)
Launtra (LAWN-truh)
Tra (TRAH)
Isho (EE-show)

Places

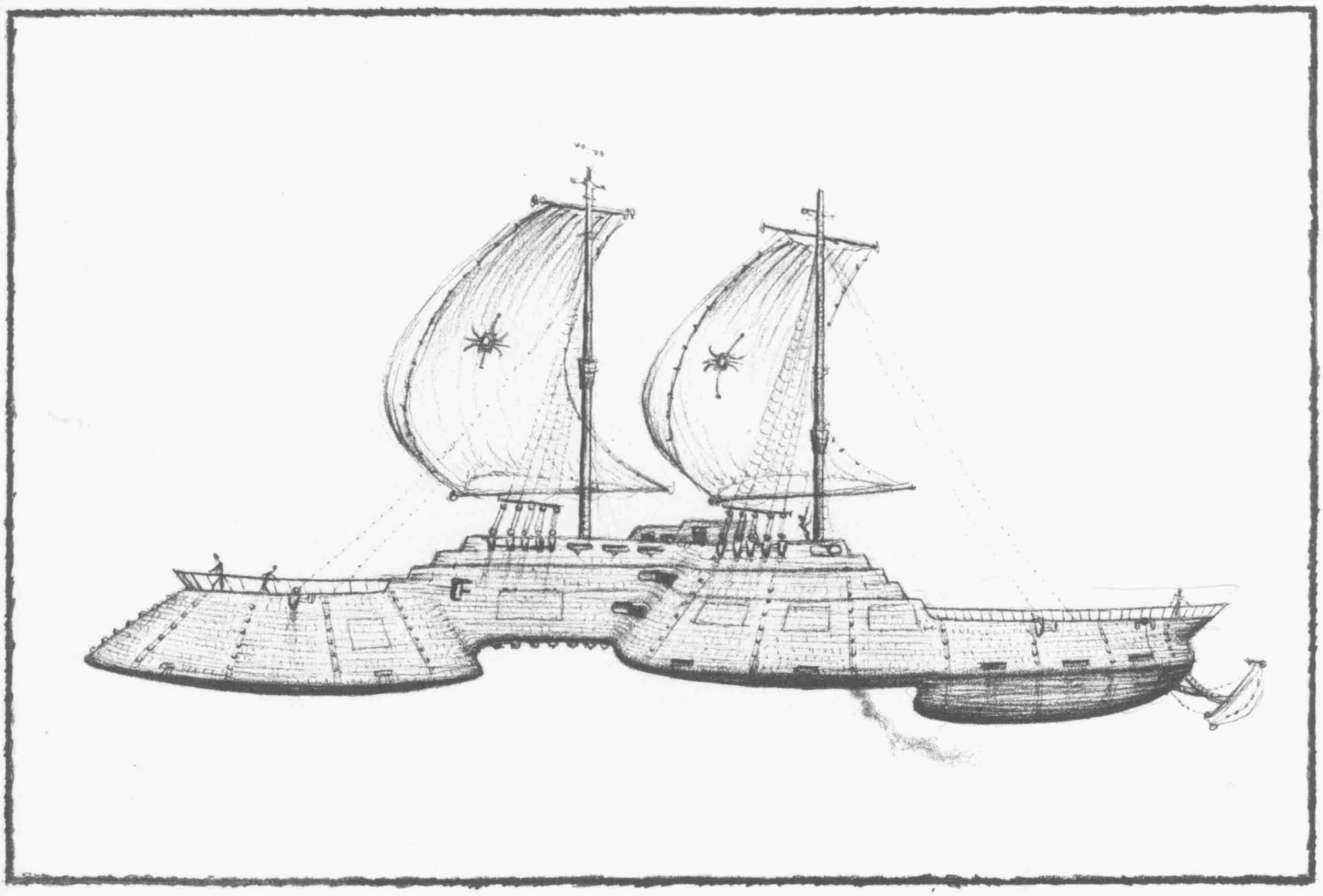
Anasan (AN-ah-san): The woffen and human realm located to the south of the East Trinnu Jungle Lands. (3)
Ardoth (ARE-daught): The capital city of the realm of Burdoth. (3)
Ash-shen Sea: The sea to the south of Anasan and the Western Trinnus. (10)
Cryshell Citadel (CRY-shell): Ardoth's citadel. Entrance here is permitted only to Drenn and Kesht. (3)
Erren, Mt. (AIR-ren): The mountain that the Kolovisondra SkyRealm rested against for millennia, held in place by crystalline rods implanted in the ground by shanthas. (1)
Gem Tong: The illidge where the players meet Naubi and Shelker. (3)
Jasp: A human realm located in the far north of Temauntro. (9)
Kolovisondra (kolo-vih-SOND-ruh): The name of the SkyRealm used in this campaign. (1)
L'loshu (l-LOW-shoe): The shanthic name for the SkyRealm. Translated, it means "high jungle." (11)
Rhodu (row-DOO): A port city located in Western Anasan. (7)
Rorae Sea (roar-RAY): The sea connecting the West Trinnus with Anasan. (7)
Sherric Illidge (SHARE-rick): The illidge where the players find crew members of berthed ships. (3)
Sillipus (SILL-ih-puss): An island realm located 200 miles south east of Anasan. It is a lawless place, filled with refugees and criminals from all parts of Jorune. (10)
Sychill (SIGH-chill): A northern Burdothian city.
Tong, see Gem Tong.
Voligire (VOLE-ih-guy-er): The ramian realm located north of Dobre and Lundere. (10)
West Trinnu Jungle Lands (TRINN-ooh): The region that the SkyRealm was born out of. To the west is a large desert region; to the east is the Rorae Sea. South is the Ash-shen Sea. North-east of the West Trinnus are the East Trinnu Jungle Lands. (3)

People

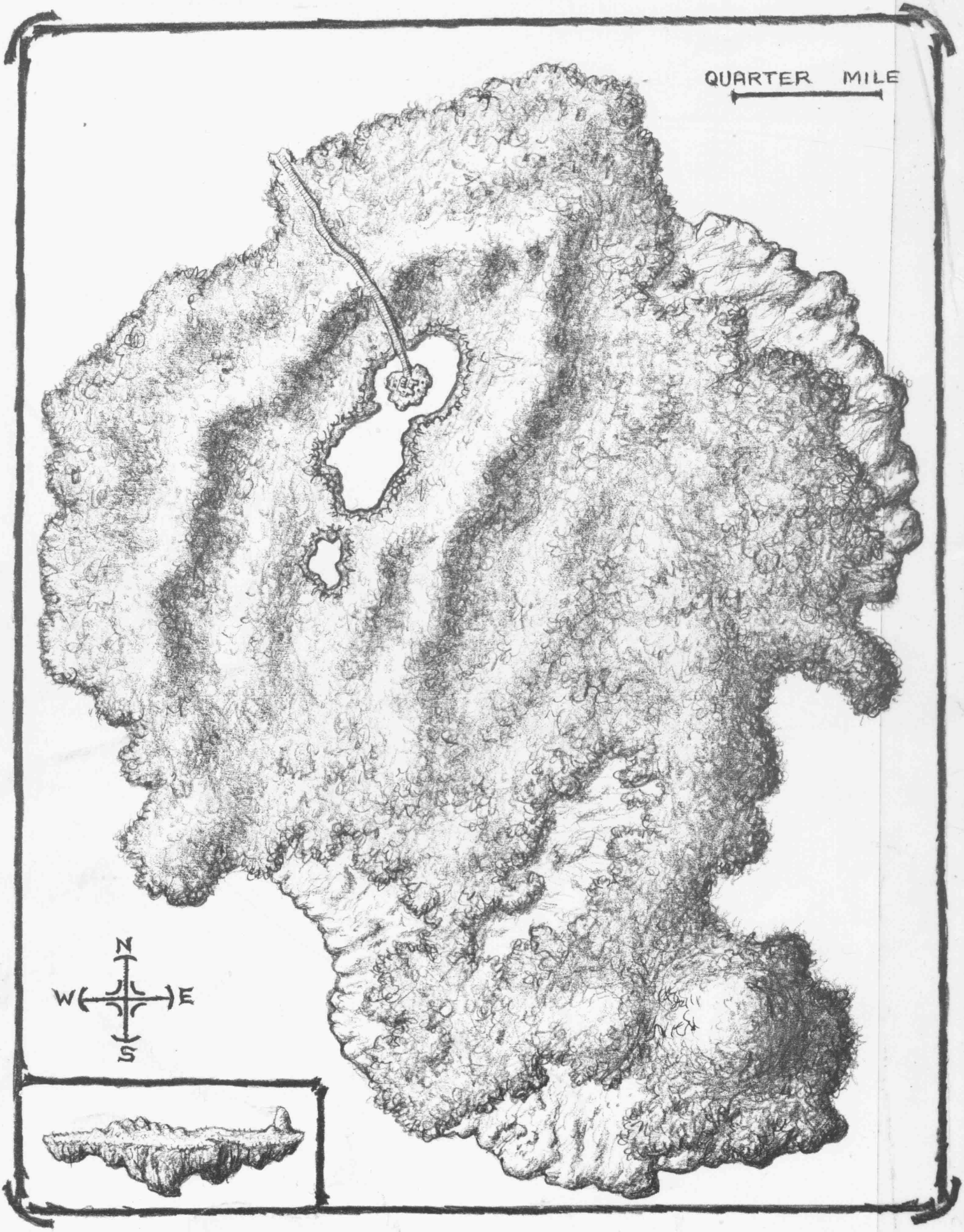
Dorrem: First officer of the Kurlew. (5)
Gire (Guy-er): A legendary ramian whose name now means pirate.
Khodre: Khodre Dhardrenn is the Dharsage ruler of Burdoth. (9)
Kowen (KOE-wen): Shast of the Gem Tong. (3)
Mauri (mau-REE): Captain of the Trenson. (5)
Naubi (naw-BEE): The thin limilate seeker who journeyed by talmaron to Ardoth to find his friend Shelker and hire some guards. (3)
Roewah (ROE-wau): Owner of the Geshan. (5)
Shelker (SHELL-ker): Stocky friend of Naubi. (3)
Shomber Krirrisso: Captain of the Kurlew. (5)
Tlerrik: Cook onboard the Kurlew. (5)
Yurni Lumbro: Famous Iscin. (1)

Objects and Words

Ardothian Council: The Ardothian Council shares power with the Dharsage rule of Burdoth. Khodre Dhardrenn's Dharsage rule is often at odds with the council. (10)
Ca-Tra shantha: A sect of shanthas whose culture and worship centers around the moon moon Tra. (3)
Create Warp Dysha: See page 25 of the Player Manual. (7)
Dobrian: Of or from the realm of Dobre. (5)
Eris: The season of spring on Jorune. (1)
Geshan (gesh-AHN): The woffen vessel. (5)
Gire: Ramian pirates are called "Gire." Capitalized in remembrance of the most famous ramian mercenery known to Voligire, Gire himself. (9)
Isho breeze: A strong current in the Isho wind. (7)
Jaspian Crystal Ships: Ships built by the peoples of Jasp which navigate over underground flows of molten crystal. (7)
Kurlew: The ship captained by Shomber Krirrisso. (5)
Salu Chausis: Swift, graceful ship built salu. (5)
Sho-sen (SHOW-senn): The Isho wind.
Sholari (sho-LARR-ee): A shanthic priest. The name of the referee. (3)
SkyRealm: Huge land formations which float in the sky. SkyRealms can be roving or immobile. (1)
Taynk: The name of the ship which transports players from the Western Anasan city of Rhodu to the West Trinnus. (7)
Thobren: The bronth ship. (5)
Trenson (TREN-sin): The ship owned by the human woman Mauri. (5)
ahji (AH-jee): A banana-like fruit. (5)
chote: Leaves placed in the nose to make rancid odors tolerable. (5)
cle-eshta (KLEE EHSH-tah): A shanthic device used as an Isho magnifying glass. (3)
coditch: A plant which resembles Earth's corn. Coditch is often grown by thriddle.
creshi: Carniverous fish. (5)
crystal dust: The finely ground dust of hard, cold, crystal. It is used in the measure of the Isho weather.
dharsage (DHAR-sage): A dharsage is the ruler of a realm. (9)
dichandra stones: (ditch-AN-druh): Musical instruments made from the wrists of the swamp dwelling dichandra. (3)
gemule (GEM-yool): The smallest Burdothian currency used in game play. (3)
glispine (gliss-PEEN): The trees of the Trinnus which cause the blistering of skin. (7)
illidge (ILL-ihdge): A drinking establishment. (3)
keether limilate: Rids the body of Isho. See page 53 of the Sholari Guide. (3)
kerning (KURN-ing): The process of expelling Isho from a muadra's body. (7)
kidikyle (KID-ih-kile): Barnacle-like crustaceans. (5)
limilate: A drug or medicine. (3)
lothern: A pack animal. See page 51 of the Sholari Guide. (5)
salu (SAY-loo): An aquatic race descended from humans. Close relatives to the acubon. (5)
scedri cloth (SKEDD-ree): A tunic soaked in the arrigish limilate. (7)
shast: The person who serves drinks in an illidge, or a woffen shenter. (3)
shirm-eh: A plant which ramian need to eat if they are to heal. (3)
trarch: A sub-human race descended from the original colony members. (10)
warp: Like a doorway to another place. Walking around a warp is like walking around a painted cylinder except that warps look flat. (3)
white crystal: The type of crystal used to make warps. (3)
yords: Guards.
yule: Short for "gemule." (3)



Jaspian Crystal Schooner, Ascending on the Isho Winds,
Landing Gear Retracted.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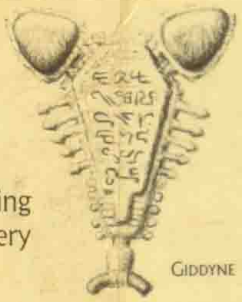

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1

Tauther Guide

Written by sages and high-ranking officials of Burdoth, the Tauther Guide is a handbook for Jorune explorers. It combines the warnings of a survival guide, the wonders of a cultural guide, and the practicalities of daily life to present a balanced picture of Jorune to all who venture beyond their familiar city or country surroundings. Citizenship, laws, etiquette and languages are explored. Heavily illustrated, with maps.

2

Player Manual

Guides players through character generation, dice, skills, the three races of humans (humans, muadra, boccord), energy manipulation, combat, and history of the planet from two different cultural perspectives. Human culture, law, and citizenship are discussed.

3

Sholari Guide

Written especially for game masters, with an omniscient perspective of the planet and information that players receive in the Tauther Guide. Has an extensive encounter generation system unique to Jorune. Technologies, weather generation, terrains, civilizations, history and creature descriptions are covered—with many non-intelligent creature illustrations that are not in the Tauther Guide. Heavily illustrated, with maps.

4

Sky realms Campaign

The Sky Realms Campaign is a complete beginning Jorune Adventure that takes place on a newly discovered sky realm floating above the planet. Players venture through areas mapped especially for the campaign. Detailed encounters, new items and energy-manipulation techniques are provided. A step-by-step guide to refereeing Jorune.

RolePlaying on Jorune

Jorune is a place where names like Iscin and Maytrish inspire admiration, where the thailiers of the huge Corondon are cast into blades, where Shanthas rule a technology invisible to humans. The referee is not the absolute controller of the players' fate.

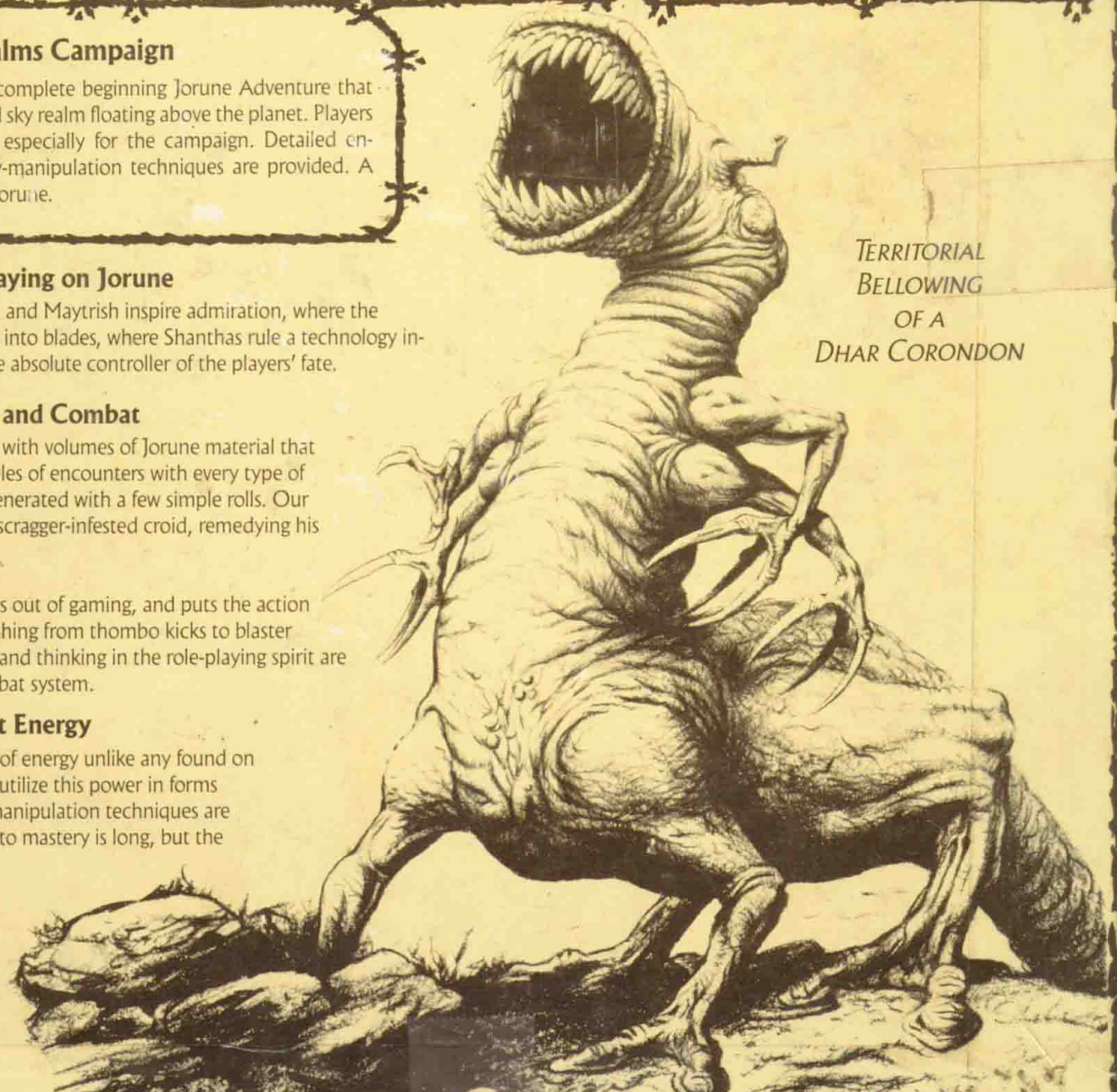
Encounters and Combat

Referees rejoice! You won't be stranded with volumes of Jorune material that you can't mold into encounters. Examples of encounters with every type of creature are provided, and all can be generated with a few simple rolls. Our tables create, for example: An injured, scragger-infested croid, remedying his wounds. The possibilities are endless.

Our combat system strips the hit-points out of gaming, and puts the action back in. Wounds are assessed for everything from thombo kicks to blaster shots. Adding a few numbers together, and thinking in the role-playing spirit are what it takes to master the Jorune combat system.

Ambient Energy

Jorune is permeated by an exotic form of energy unlike any found on Earth. Some creatures have learned to utilize this power in forms both destructive and benign — most manipulation techniques are skills which must be learned. The road to mastery is long, but the powers are great.



Territorial Bellowing of a Dhar Corondon

Illustrated by Miles Teves, Co-Designer Of Jorune.

* P.Y.O.D.: Provide Your Own Dice

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